MANGA • INTERVIEWS • MUSIC • FAN ART • COSPLAY REVIEWS
COLLOSAL 72-PAGE-ISSUE!!!
COM
CULTUR
CRASH
P85 ISSUE 6 VOLUME 1 Jul - Nov
ISSUE 6
AXN
ANIMÉ FESTIVAL
2001
LINKIN PARK
TAGA-ILOG ON
HOW WE DRAW 6
Hong Kong Animé Convention
Words from the Winner:
JM Chua
Animé Event Overload
the Bold... the Brave, the Cosplayers
INTERVIEW WITH BLUE SUB 6 DIRECTOR
Mr. Mahiro Maeda
PLUS!
FAN COMICS, FAN ART, CULTURE CRASH TRIVIAS & FOUR... COUNT 'EM... 4 POSTERS!!!
Solstice Butterfly
Cat's Trail
PASIG

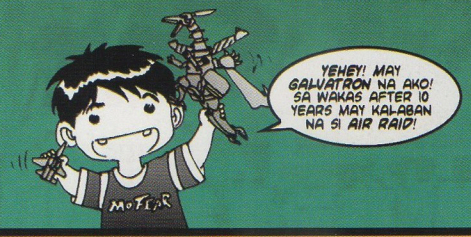
WORKING FOR A DREAM

Ladies and gentlemen, we're back in circulation!!! And we're back with a vengeance! You now hold the thickest Culture Crash ever! 72 pages inclusive of covers plus four, I repeat FOUR original Culture Crash posters! And I think I just made a record for the most number of expletives used within the opening of an editorial!

We've gotten love mail, hate mail, supportive mail, concerned mail, mail that makes no sense and a whole lot of other kinds of mail. Anime events have come and gone, we missed our first year anniversary, we've had a rough few months getting over a lot of things; but hey, that's life! No reason to be daunted by a few bumps on the road. One great thing we can say is that issue 5.5, our special issue, is practically sold out! A few copies can still probably be found somewhere within the deep recesses of your nearby shop, but for all accounts and purposes 5.5 is gone! People have been sending us mail asking for help in finding copies so we'll relocate the few copies that we can find to specialty shops we're in good terms with. Now if only collecting payments wasn't such a hassle!

We're dreamers and idealists, yes, but now we have to learn to reach for the stars while keeping our feet firmly on the ground. We're still going through some more changes within Culture Crash, mostly concerned with production. I'm confident that the steps we are taking will bring improvements to our regularity within the coming months.

I really hope you enjoy reading this issue. Besides the extra pages and free posters, the stories are finally starting to unravel. Plot-wise, things are really starting to move, so we have to pick up the pacing internally as well. People, we're still alive and kicking! And as long as you keep us around, we will never stop 'till we find a way to overcome these wonderful challenges!



What's my name?!?

Jescie James L. Palabay
Publisher/Editor

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Taga-Ilog (alias) Taga-Ilog
Dexter "Evil Dhex" Lira

Contributors:
A. J. Esguerra
Theresa Dy Lising
R. V. Wong
Michelle Anne
nemo

To my beloved Geri,

For taking me to the skies and keeping my feet on the ground...

Taga-Ilog

WANTED!

Yes! Culture Crash is finally looking for new people! As most of you are aware of, we have been looking for colorists, unfortunately we have had no luck finding one who'd fit the bill. Again, we are strictly looking for colorists only. Interested parties please read the following:

1. We need someone who finds our office location accessible.
2. Must be dedicated and prepared to give a lot of time and effort.
3. Must be prepared to face the financial limitations of our profession.
4. Must be knowledgeable in using Adobe Photoshop.
5. Painter and Pagemaker literacy is a big plus.
6. Skills in other fields related to the publishing business is also a big plus. (writing, layouts, etc.)
7. We require people who need minimal training with the programs we use.
8. College graduates preferred.
9. Minors not allowed.

Please send us your resume and sample work at the following address:

67 Gen. Ordoñez St.
Marikina Heights,
Marikina City 1810

You may also send your work in digital format at: applicants@culturecrash.com You may send several digital files but the total size must not exceed 150kbs. We suggest zipped/jpeg formats. Please include your resume with the files.

Again, we are looking for colorists. You may take existing black and white artworks and use them for coloring. They do not necessarily have to be your own line art. We will be looking at the quality of your coloring style and techniques.

Please leave us a way to contact you. We will enforce a "don't call us, we'll call you" policy. Please refrain from calling us. DEADLINE IS ON DECEMBER 15, 2001.

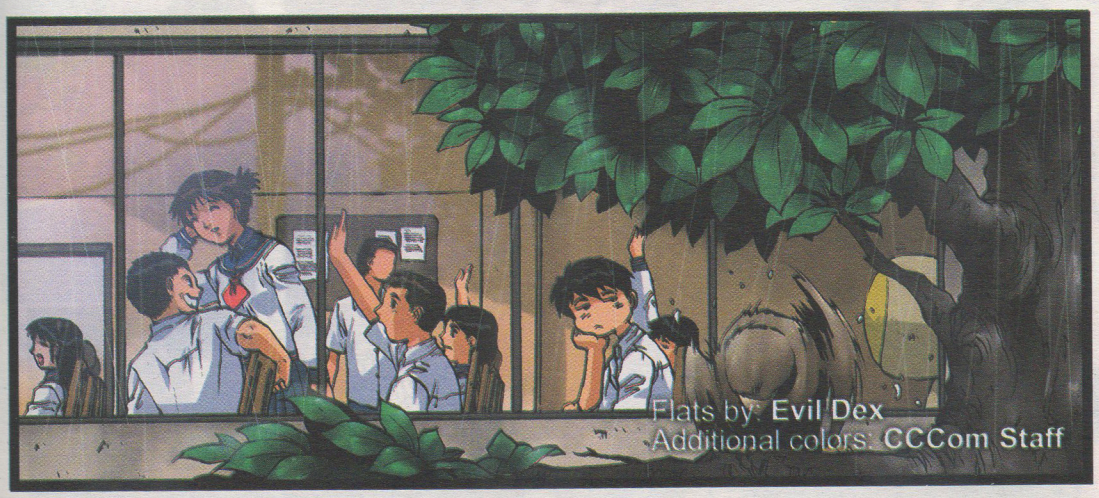
Culture Crash , Solstice Butterfly , One Day Isang Diwa , PASIG , Cat's Trail is published by Culture Crash Comics and J. C. Palabay Ent., Inc. with office at 67 Gener Ordoñez St.Marikina Heights, Marikina City. Tel # 475-2000 or 942-4512 to 13. The names, logos and all related characters of this publication are ™ and © 2001 Culture Crash Comics/J. C. Palabay Ent., Inc. and their respective creators. None of this publication may be reproduced or used without written permission from the copyright owner/s.

One Day, Isang Diwa

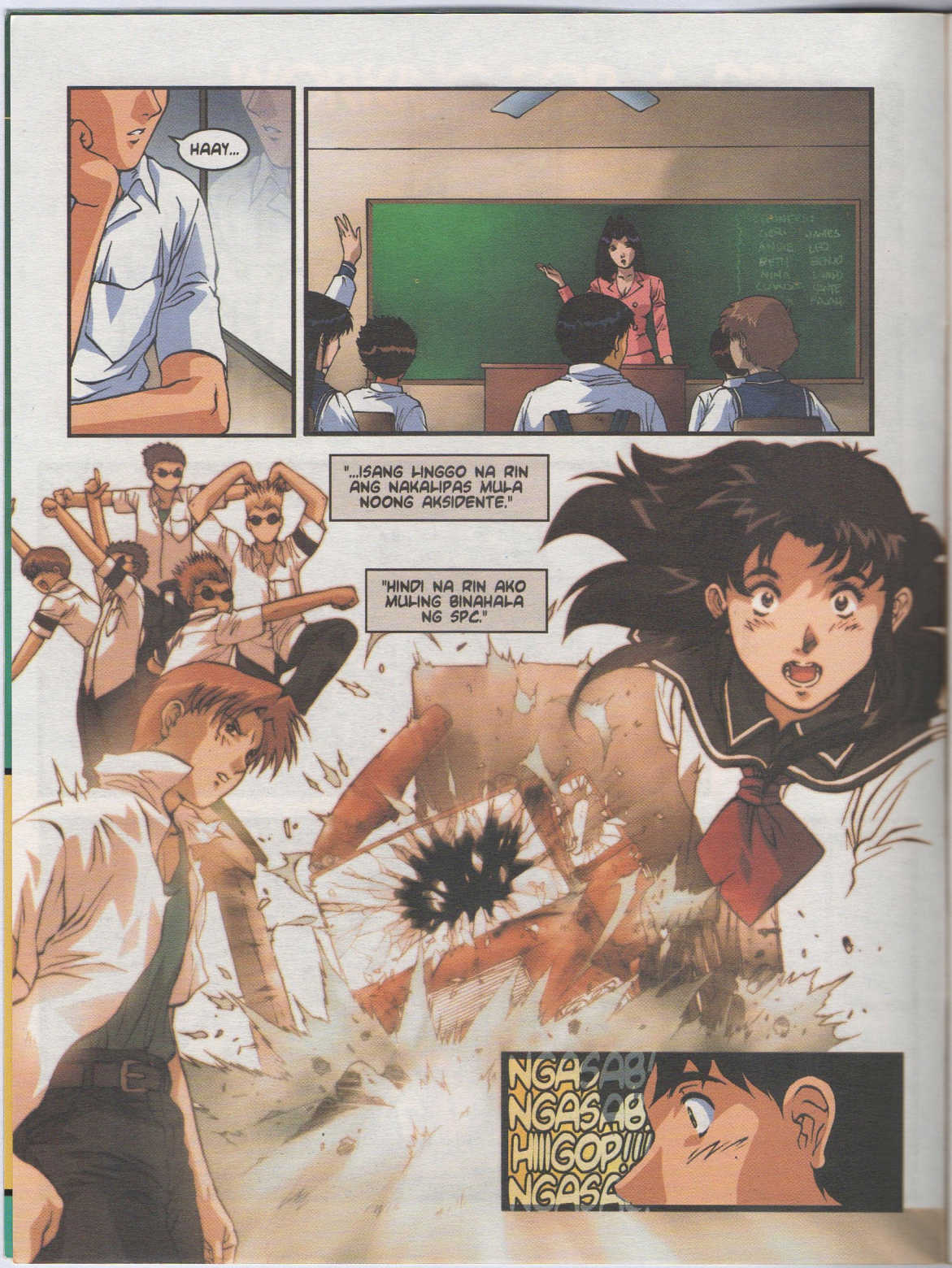
Kabanata 6: "Ulan"

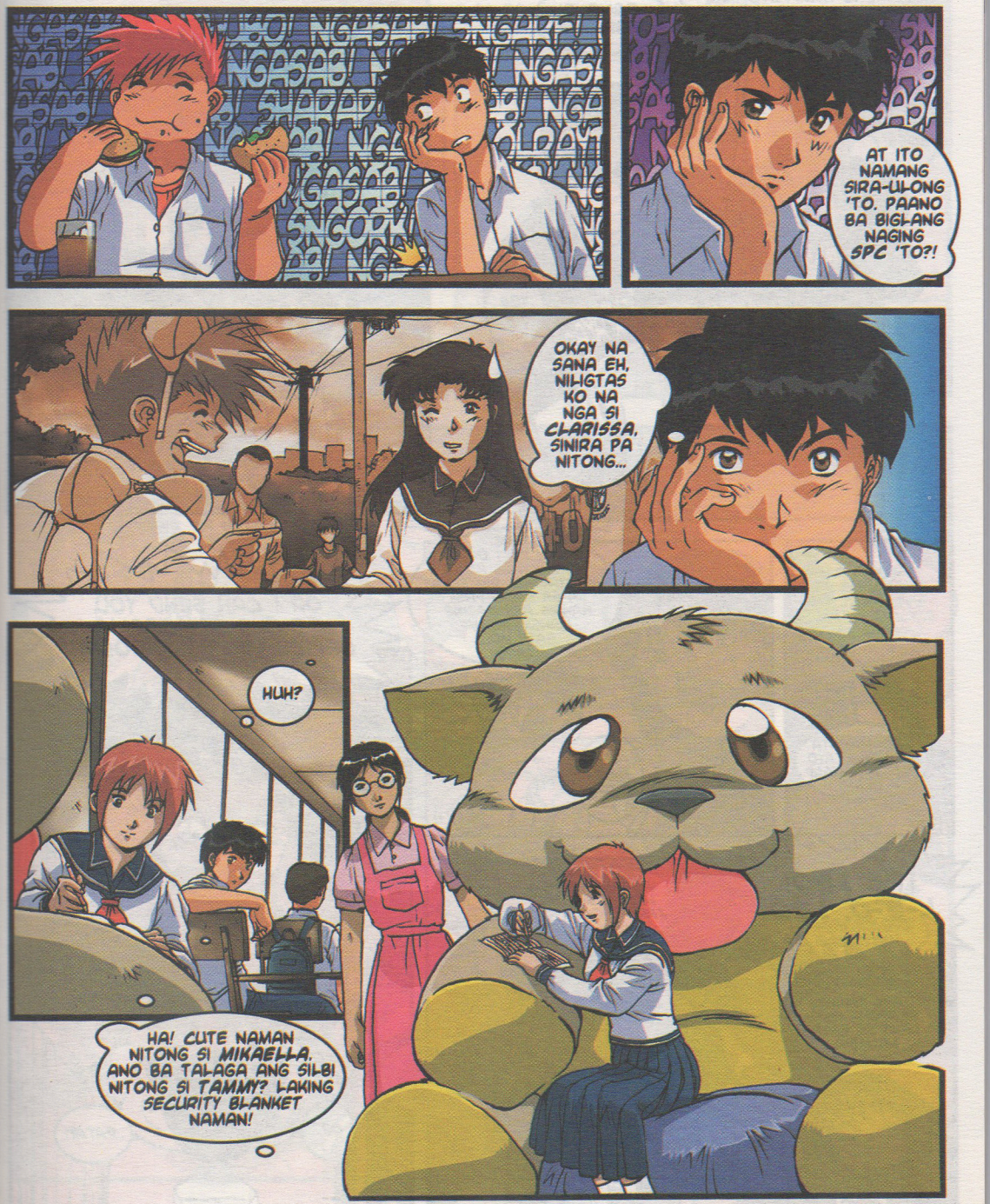
Story by:
J. L. Palabay

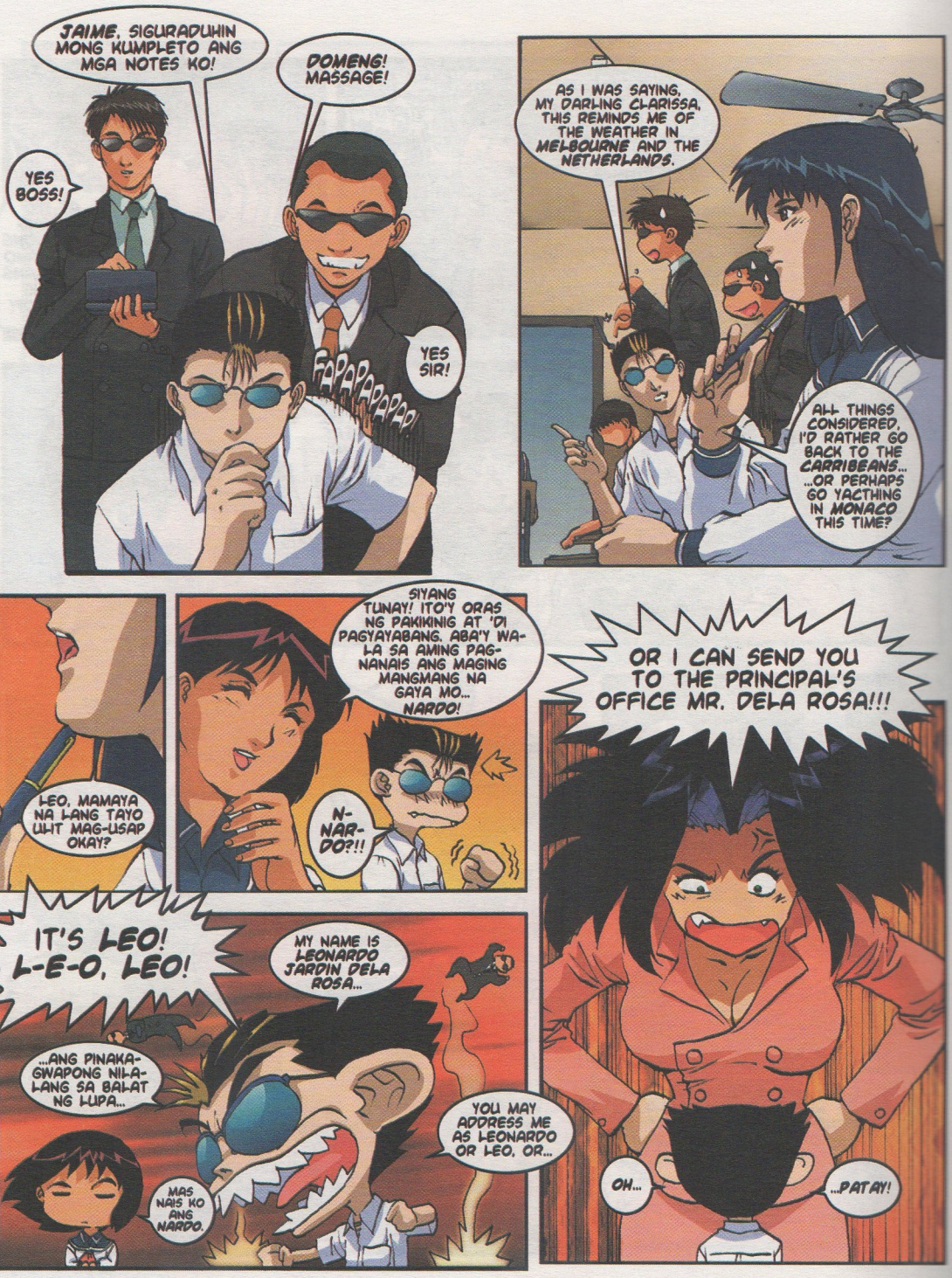
Art by: E. A. Damaso

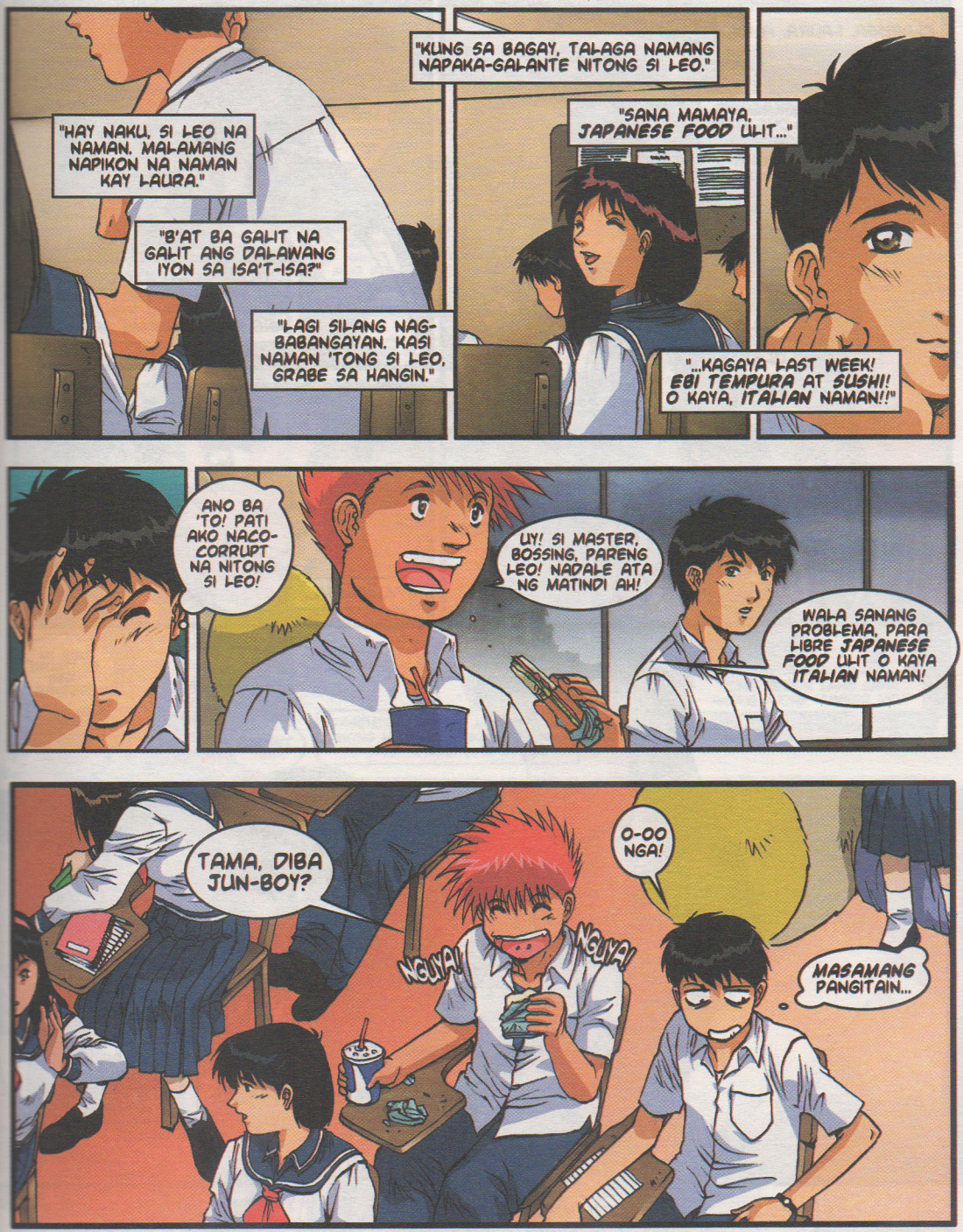


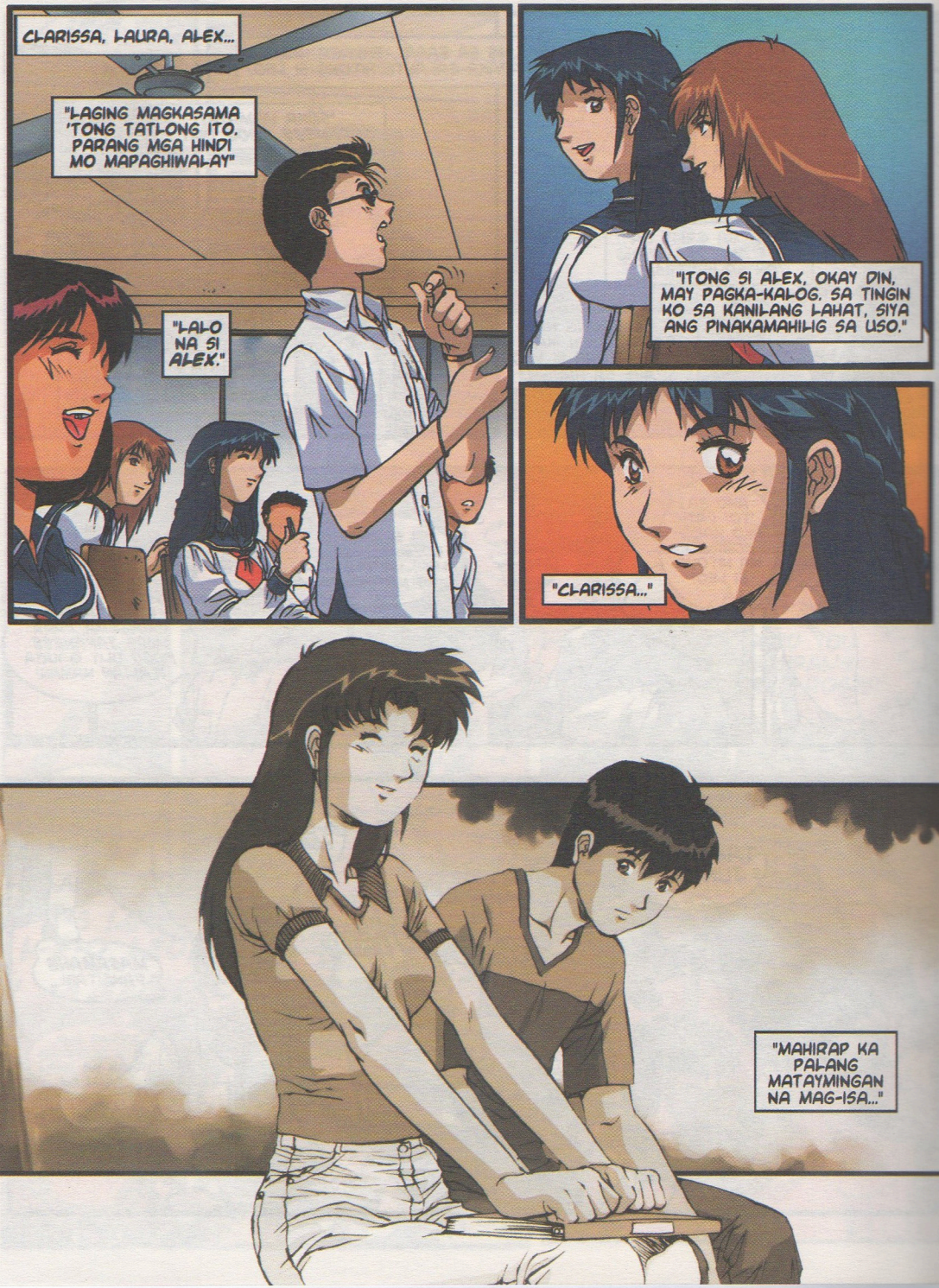
Flats by: Evil Dex
Additional colors: CCCom Staff

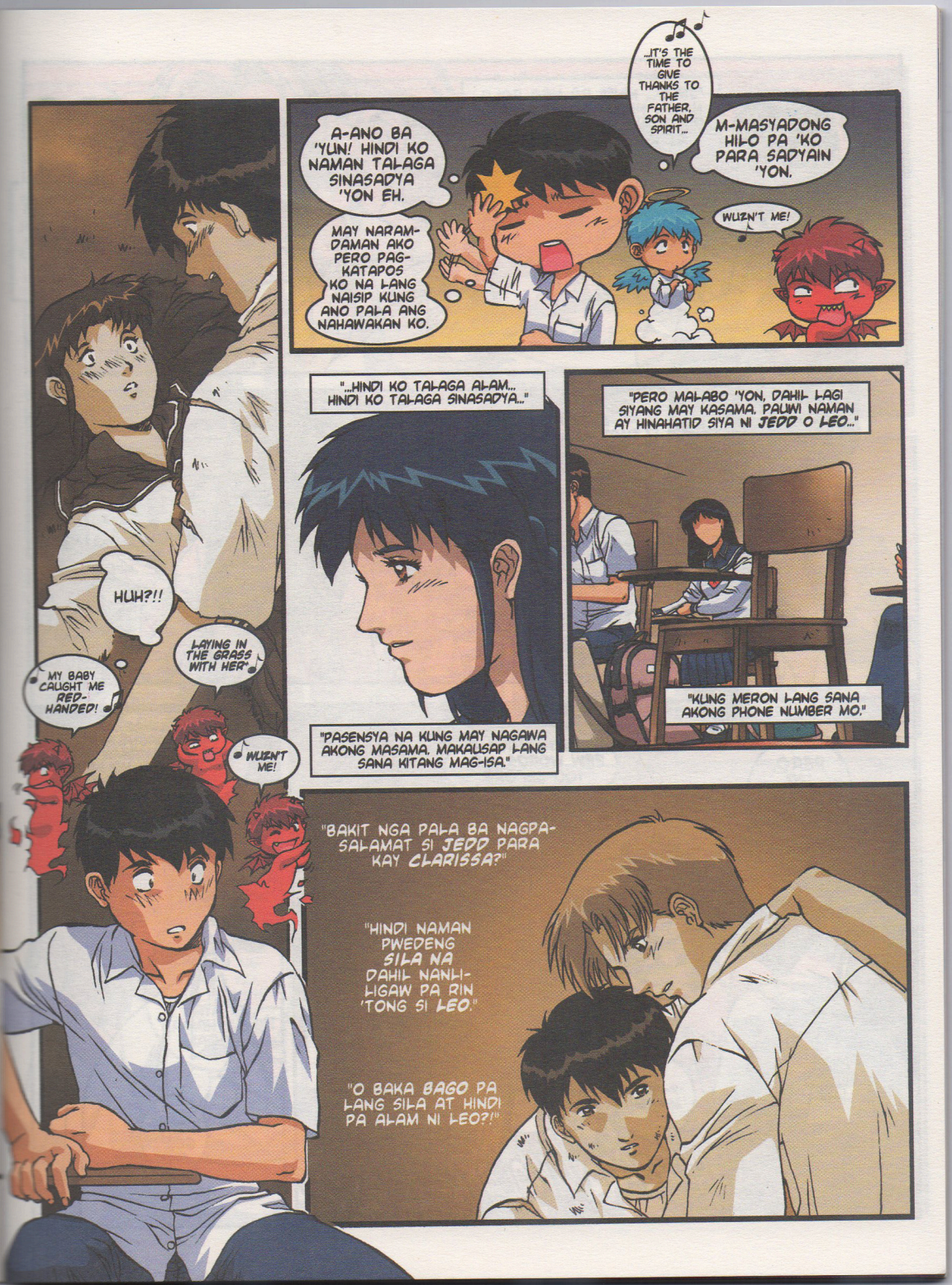

HAAY...
"...ISANG LINGGO NA RIN ANG NAKALIPAS MULA NOONG AKSIDENTE."
"HINDI NA RIN AKO MULING BINAHALA NG SPC."
NGA
NGAS
HIIGOP!!!
NGAS

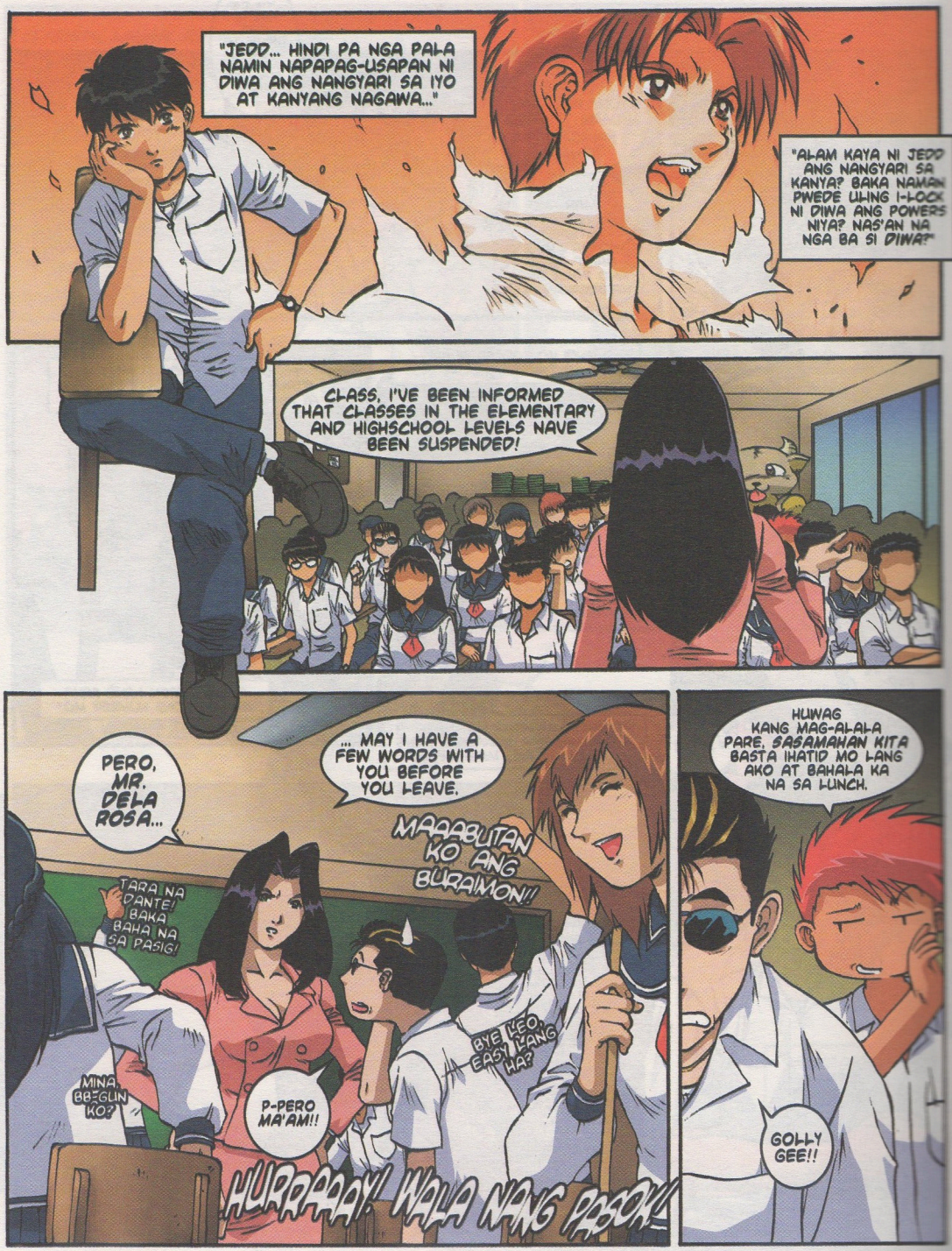

AT ITO NAMANG SIRA-ULO-NG 'TO. PAANO BA BIGLANG NAGING SPC 'TO?!
OKAY NA SANA EH, NILIGTAS KO NA NGA SI CLARISSA, SINIRA PA NITONG...
HUH?
HA! CUTE NAMAN NITONG SI MIKAELLA. ANO BA TALAGA ANG SILBI NITONG SI TAMMY? LAKING SECURITY BLANKET NAMAN!

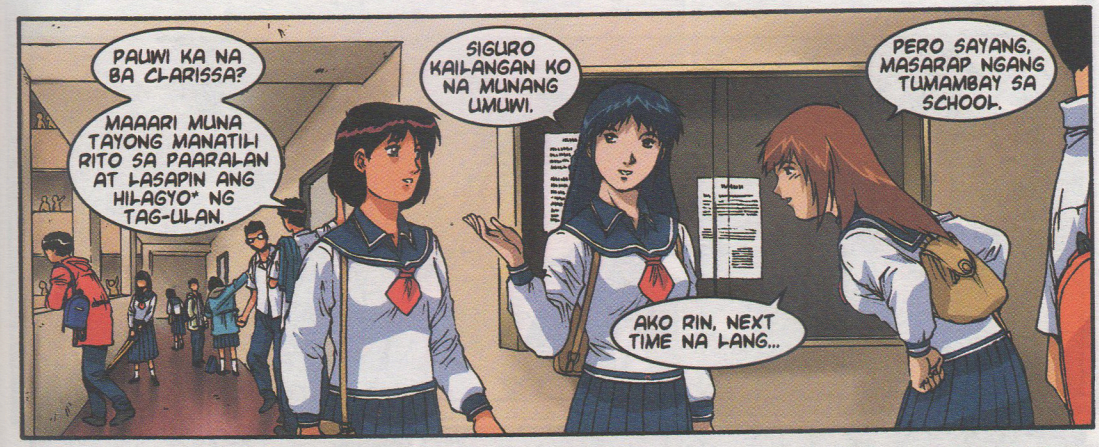

JAIME, SIGURADUHIN MONG KUMPLETO ANG MGA NOTES KO!
DOMENG! MASSAGE!
YES BOSS!
YES SIR!
FOPAPPPPPAP!
AS I WAS SAYING, MY DARLING CLARISSA, THIS REMINDS ME OF THE WEATHER IN MELBOURNE AND THE NETHERLANDS.
ALL THINGS CONSIDERED, I'D RATHER GO BACK TO THE CARRIBEANS... ...OR PERHAPS GO YACHTING IN MONACO THIS TIME?
LEO, MAMAYA NA LANG TAYO UH-IT MAG-USAP OKAY?
SIYANG TUNAY! ITO'Y ORAS NG PAKIKINIG AT 'DI PAGYAYABANG. ABA'Y WALA SA AMING PAGNANAIS ANG MAGING MANGMANG NA GAYA MO... NARDO!
N-NAR-DO?!!
OR I CAN SEND YOU TO THE PRINCIPAL'S OFFICE MR. DELA ROSA!!!
OH...
...PATAY!
IT'S LEO! L-E-O, LEO!
MY NAME IS LEONARDO JARDIN DELA ROSA...
...ANG PINAKA-GWAPONG NILALANG SA BALAT NG LUPA...
MAS NAIS KO ANG NARDO.
YOU MAY ADDRESS ME AS LEONARDO OR LEO, OR...

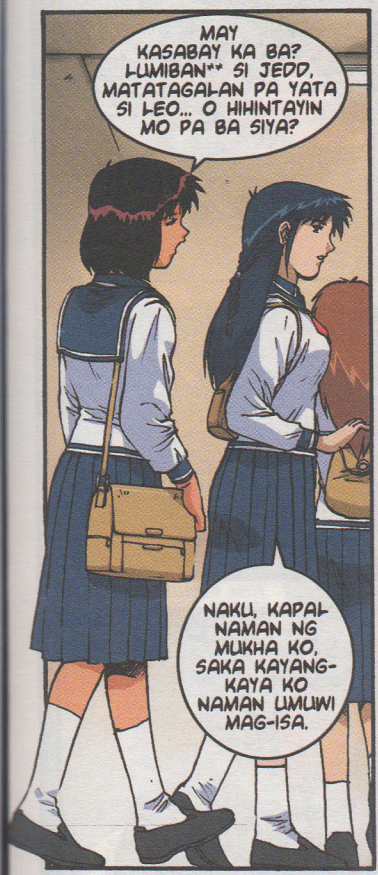

"HAY NAKU, SI LEO NA NAMAN. MALAMANG NAPIKON NA NAMAN KAY LAURA."
"B'AT BA GALIT NA GALIT ANG DALAWANG IYON SA ISA'T-ISA?"
"LAGI SILANG NAG-BABANGAYAN. KASI NAMAN 'TONG SI LEO, GRABE SA HANGIN."
"KUNG SA BAGAY, TALAGA NAMANG NAPAKA-GALANTE NITONG SI LEO."
"SANA MAMAYA, JAPANESE FOOD ULIT..."
"...KAGAYA LAST WEEK! EBI TEMPURA AT SUSHI! O KAYA, ITALIAN NAMAN!!"
ANO BA 'TO! PATI AKO NACO-CORRUPT NA NITONG SI LEO!
UY! SI MASTER, BOSSING, PARENG LEO! NADALE ATA NG MATINDI AH!
WALA SANANG PROBLEMA, PARA LIBRE JAPANESE FOOD ULIT O KAYA ITALIAN NAMAN!
TAMA, DIBA JUN-BOY?
NGUYA!
NGUYA!
O-OO NGA!
MASAMANG PANGITAIN...

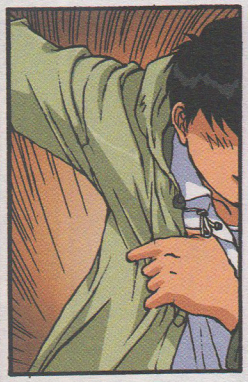

CLARISSA, LAURA, ALEX...
"LAGING MAGKASAMA 'TONG TATLONG ITO. PARANG MGA HINDI MO MAPAGHIWALAY"
"LALO NA SI ALEX."
"ITONG SI ALEX, OKAY DIN. MAY PAGKA-KALOG. SA TINGIN KO SA KANILANG LAHAT, SIYA ANG PINAKAMAHILIG SA USO."
"CLARISSA..."
"MAHIRAP KA PALANG MATAYMINGAN NA MAG-ISA..."

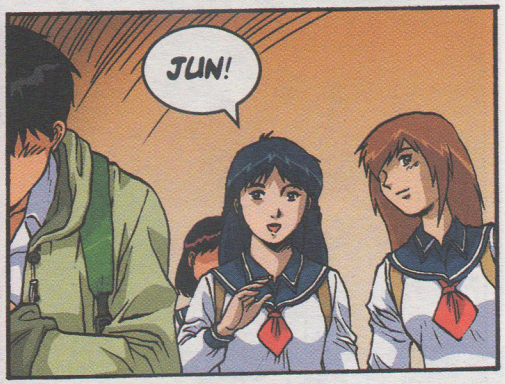

A-ANO BA 'YUN! HINDI KO NAMAN TALAGA SINASADYA 'YON EH.
MAY NARAM-DAMAN AKO PERO PAG-KATAPOS KO NA LANG NAISIP KUNG ANO PALA ANG NAHAWAKAN KO.
...IT'S THE TIME TO GIVE THANKS TO THE FATHER, SON AND SPIRIT...
M-MASYADONG HILO PA 'KO PARA SADYAIN 'YON.
WUZN'T ME!
HUH?!!
LAYING IN THE GRASS WITH HER
MY BABY CAUGHT ME RED-HANDED!
WUZN'T ME!
"..HINDI KO TALAGA ALAM... HINDI KO TALAGA SINASADYA..."
"PASENSYA NA KUNG MAY NAGAWA AKONG MASAMA. MAKAUSAP LANG SANA KITANG MAG-ISA."
"PERO MALABO 'YON, DAHIL LAGI SIYANG MAY KASAMA. PALIWI NAMAN AY HINAHATID SIYA NI JEDD O LEO..."
"KUNG MERON LANG SANA AKONG PHONE NUMBER MO."
"BAKIT NGA PALA BA NAGPA-SALAMAT SI JEDD PARA KAY CLARISSA?"
"HINDI NAMAN PWEDENG SILA NA DAHIL NANLI-LIGAW PA RIN 'TONG SI LEO."
"O BAKA BAGO PA LANG SILA AT HINDI PA ALAM NI LEO?!"

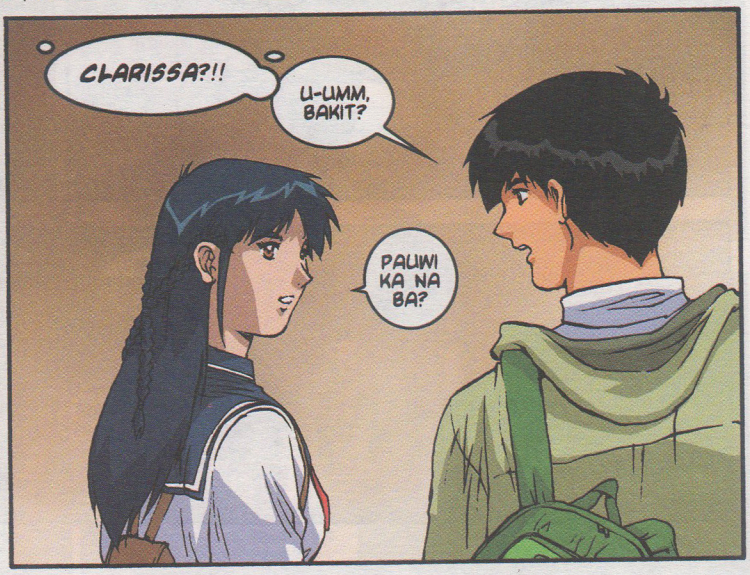

"JEDD... HINDI PA NGA PALA NAMIN NAPAPAG-USAPAN NI DIWA ANG NANGYARI SA IYO AT KANYANG NAGAWA..."
"ALAM KAYA NI JEDD ANG NANGYARI SA KANYA? BAKA NAMAN PWEDE ULING I-LOCK NI DIWA ANG POWERS NIYA? NAS'AN NA NGA BA SI DIWA?"
CLASS, I'VE BEEN INFORMED THAT CLASSES IN THE ELEMENTARY AND HIGHSCHOOL LEVELS HAVE BEEN SUSPENDED!
PERO, MR. DELA ROSA...
... MAY I HAVE A FEW WORDS WITH YOU BEFORE YOU LEAVE.
MAAABUTAN KO ANG BURAIMON!!
TARA NA DANTE! BAKA BAHA NA SA PASIG!
MINA, BBEGLIN KO?
P-PERO MA'AM!!
BYE KEO, EASY LANG HA?
HURRRRAY! WALA NANG PASOK!
HUWAG KANG MAG-ALALA PARE, SASAMAHAN KITA BASTA IHATID MO LANG AKO AT BAHALA KA NA SA LUNCH.
GOLLY GEE!!





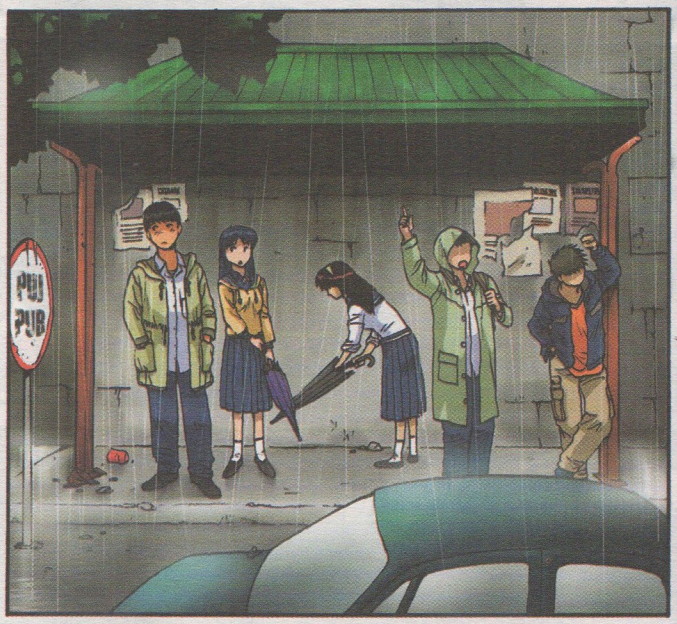


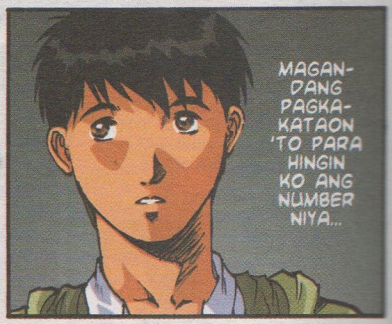




* HILAGYO - ESSENCE
** LUMIBAN - UMABSENT

AH... EH... OO.
PWEDE BANG SABAY NA LANG TAYO?
S-SIGE.


PUB

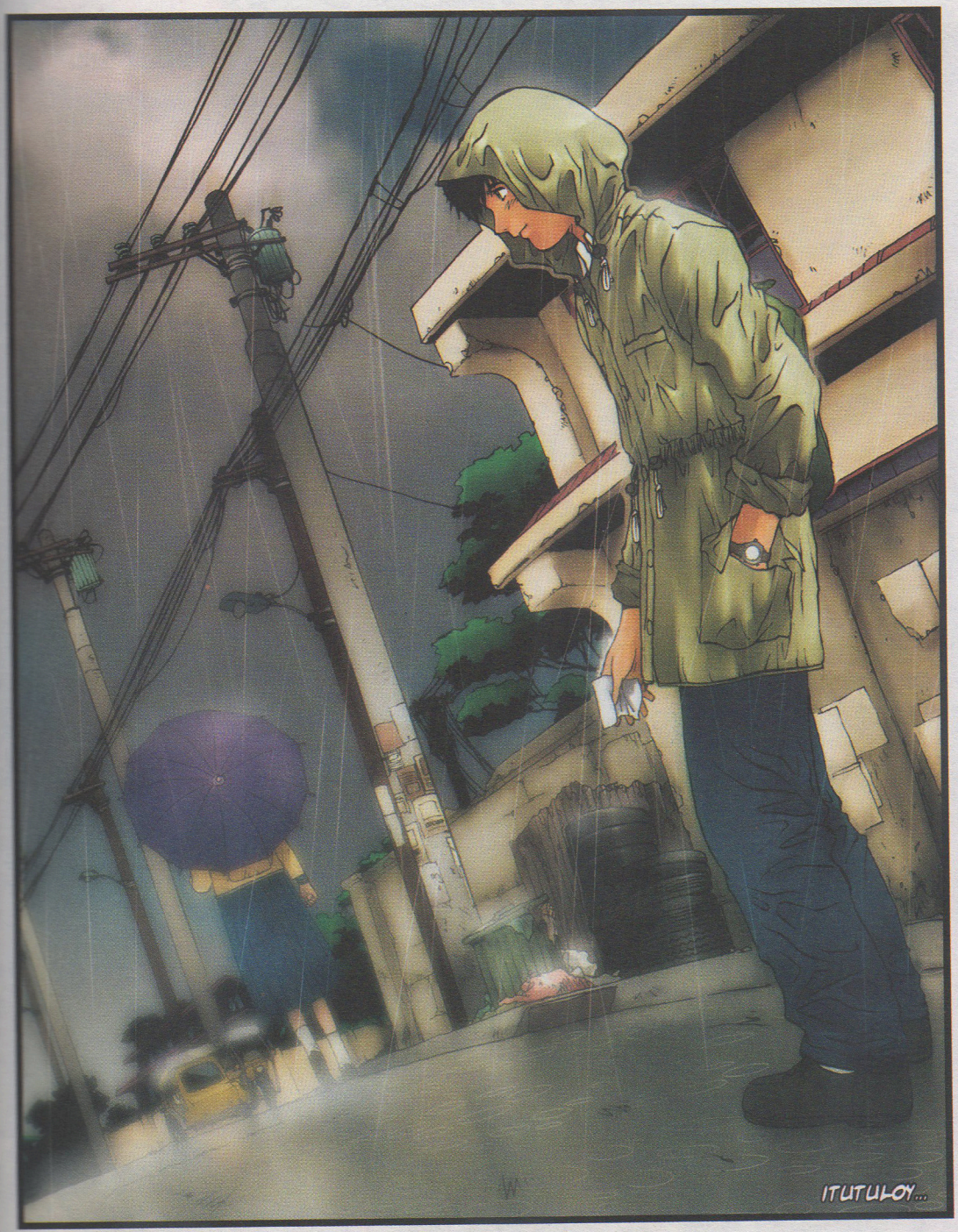

MAGAN-DANG PAGKA-KATAON 'TO PARA HINGIN KO ANG NUMBER NIYA...

FWAP!

SUKOB KA NA LANG MUNA.
HETO NA ANG JEEP, TARA NA JUN.
AH, SIGE, SALAMAT!

MAGANDANG PAGKAKATAON DIN 'TO PARA HINGIN KO ANG NUMBER NIYA...
PASENSYA KA NA CLARISSA. NAKALIMUTAN KO ANG PAYONG KO E.
OKAY LANG.
DAPAT HINGIN KO NA ANG NUMBER NIYA, PERO PAANO? MALAPIT NA KAMING MAGHIWALAY...
JUN, NANGYARI NA BA SA'YO YUNG PARANG MAY MATALIK KANG KAIBIGAN...
...NA BIGLA NA LANG NAWALA AT IYONG NAKALIMUTAN...
H-HA?
...PERO TILA MATAGAL MO NA SIYANG HINAHANAP?
WALA. WALA LANG KASI AKONG MASABI.
JUN, BAKIT NGA PALA NGAYON LANG TAYO UMIT NAGSABAY PAUWI?
"HA? AH, EH KASI NAHIHIYA NAMAN AKONG SUMABAY SA 'YO 'PAG HINAHATID KA NINA LEO O JEDD."
"OKAY LANG 'YON, MAGKAKAIBIGAN NAMAN TAYO 'DI BA?"
"PAANO 'TO? DITO KA NA DAPAT 'DI BA? SIGE, IHAHATID NA LANG MUNA KITA AT WALA KA NAMANG PAYONG, LALAKARIN KO NA LANG PABALIK."

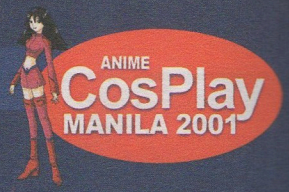
SPLISH
SPLISH
AYOS NA'KO DITO. AYAW KITANG MAABALA.
MARAMING, MARAMING SALAMAT CLARISSA...
TAWAGAN MO 'KO PAG-UWI MO OKAY? BAKA PAG-UWI MO MAY SAKIT KA NA, KUNSENSYA KO PA!


ITUTULOY...

EVENTS

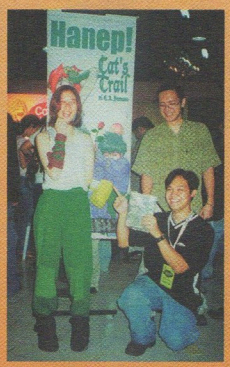
Animé Event Overload

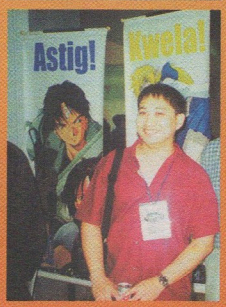
by Jescie James Palaboy



What: Manila Cosplay
When: July 30, 2001
Where: SM Megatrade Hall 2
Why: They said it was for the kids

2001 is definitely shaping up to be the landmark year for animé events here in the Philippines. Quite an improvement since last year's first and only anime event isn't it? Although we here at CC have to concede that several pros and cons have arisen with this sudden saturation of anime events. Let's take a look at what's happened so far and what will be happening or what will have happened by the time you read this!





Top: *Gni as Airee Collette with Culture Crash artists Jio Beltran and Elmer Damaso.*
Above: *Bitoy poses for Culture Crash.*

Probably the most fan-oriented event of the year in terms of organization and execution, the Manila Cosplay was this year's first major anime affair.

The first thing we noticed when we arrived was the ample amount of space at the Manila Cosplay. The Megatrade hall appeared so huge, and we were impressed that the organizers were able to get it as the venue for the event. But the thing is, it also appeared huge because space was not effectively utilized. Simply put, the biggest letdown for this event was that there weren't enough attractions available to entertain the crowd. Although the booths there were pretty interesting and very much so for the fans, you simply could not help feel that what was there was not enough.

Artfarm, mostly responsible for the organizing the event, had the biggest space. They oriented people on the basics of the animation process, as well as showcased their new Flash courses. Comic Alley had ample booth space and were pretty much the only ones selling hardcore anime stuff. WeAreAnime.com was also present and their booth was opposite ours. They set up a projector and showed some pretty cool anime related materials. I think one of the best things about the Manila Cosplay was the presence of fan-made booths. There were fan booths that showcased J-Music or Japanese Music, as well as booths that displayed original works by local otakus. If this concept could be expanded and improved a bit more, it would be great. Of course, we were there to make Culture Crash available and we tried to get as much feedback from everyone as we could. Again we thank everyone for the warm reception and generous suggestions. It can be a bit much to digest all at once, but we try as much as we can.

But hey, this event wasn't called the "Manila Cosplay" for nothing. The main event was definitely the Cosplay. Michael V was the surprise host for the final leg of the cosplay. It has long been presumed that Michael V was a big anime fan, and to his credit, he did exemplify extensive knowledge in anime. Making witty conversations with the participants like only an anime fan could.

Cloud Strife (Toby Lozada) took third place, Eva unit 00 (Robert Wong) took the second spot and Edea (Denise Tsai Tee) took home the grand prize. Edea was truly deserving of the grand prize: she had this very dignified presence that was simply impressive. Her snobbish demeanor also helped a lot in bringing her character to life.

Mentionables include the Angel Sanctuary group, Saito, Jill Valentine, Selphie, Shun, Hikaru, Rei in plug suit, Eva unit 00 and Airee! Yep, we were really quite pleased that someone actually decided to cosplay as Airee from Cat's Trail! We were even more ecstatic when she was given a considerable amount of applause! Actually there was a second Airee and a group of boys claiming to be "SPC".

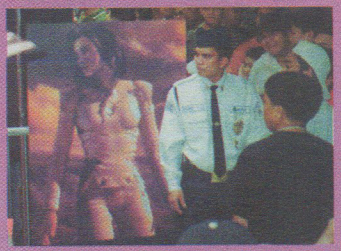
The event was capped with a performance by the infamous NeOtaku group which incidentally composed an ultra-cool theme song for One Day, Isang Diwa!

One thing you couldn't help but feel was that a lot of the cosplayers seemed to be making a dry run for the AXN anime fest that was to follow. With the grand prize being a chance to compete in HK, who could blame them? Still you knew there were others reserving the big guns. All in all, it felt like a day for fans who just wanted to have fun!

Animé Event Overload

continued...

What: AXN Anime Festival 2001
When: July 7, 2001
Where: SM Megamall Atrium
Why: Final Fantasy and AXN anime promotion



Hmm... Now this one is probably the biggest, most commercialized anime event so far this year. (As of writing, Anime Quest has yet to happen.)

The original plan was for an August event, but the sudden push for the Sony-produced Final Fantasy movie in the Philippines necessitated the early rescheduling of the event. Many of the details for this event may be found in the article by Ms. Theresa Lising, so let's not cramp her style too much eh?

Culture Crash was there as a partner for the local event but things didn't quite go as well as we would have liked. Apparently, the people from AXN thought that the floor space would be very, very spacious, which led to last minute problems regarding well... space. A lot of people will probably recall how cramped the whole thing was. We even had a little problem with the SM people when we wanted to open up our booths for signings. Our apologies for those who were looking forward to them: we had a lot of problems and eventually we took the generous offer of Powerbooks and held an impromptu signing there.

I had the pleasure of judging the cosplayers along with the talented Marco Dimaano, creator/artist of Angel Ace, and Bambi Eloriaga, the editor-in-chief of Questor Magazine. By the way, my profound appreciation to those who acknowledged our presence by their cheers!

This event was really a bang! And you could tell that the cosplayers really brought the big guns out this time. I don't know, perhaps it was all the hype and glitz, but this one was really packed the Atrium to the brim. Leading to much confusion and discomfort. Still, it was professionally organized, and with all the last-minute problems considered, it delivered extremely well.

Despite the crowded space, everyone really seemed to have a great time. After all, it's all about having fun, isn't it?

Anime on Ice: Slippery as they can get.

R. V. Wong *eva_guy01@yahoo.com*

Photos by King Abinales

Something strange happened after the AXN Final Fantasy Cosplay.

As if the cosplay event that happened last July 7 wasn't strange enough, what happened right after was downright bizarre-- and extremely fun! Why? Because the contestants who joined the cosplay decided that the day was still too young to call it quits.

I don't know how it all started really, AXN had officially ended the event around 5pm and being one of the cosplayers (as the one and only mecha there, take a wild guess! ^_^), I was about ready to take off my stuffy costume when one of my friends came up to tell me that there would be another gathering right after the event. It will be held around 6pm at the SM Ice Skating Rink.

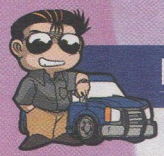
"We're going Ice Skating!" my friend said. I nodded, grunting while still pathetically trying to peel off my sweaty rubber armor. He held my hand in place, stopping me from undressing and said, "In costume, pare!".

So with the sweaty costume still on, I walked towards the ice rink accompanied by other cosplayers, and to my utter surprise almost everyone was there! They cheered when they saw me and said they couldn't wait to watch a mecha on ice. Their presence and cheerful behavior finally convinced me to join the fun.

Our presence had definitely caught the attention of everyone within the rink. Adults gawked at us, making curious (and alarmed) glances while the kids squealed with joy. Meanwhile, dozens of spectators crowded the basement and the first and second level balconies to take photographs and be entertained by our little excursion.

So how does it feel to try ice-skating while cosplaying as your favorite anime character? Weird would be an understatement, with lots of mixed feelings thrown in for good measure. Many of us were skating for the first time, while others glided gracefully along the frozen terrain. Among the most graceful was the cosplayer Yuna, doing a sort of dance that would put goddesses to shame, while another who was in a Vivi costume (the version without the chocobo) glided along with his cape a-fluttering, giving him the illusion of flight. Others didn't fare as well but they never allowed themselves to be discouraged. The cosplayer Kaoru Kamiya persisted to skate even if her kimono somewhat limited her movements. Shun of Gatekeepers fared okay, using his bokken (wooden sword) for leverage until it was temporarily taken away from him by security. The cosplayer Striker had the most number of falls but that didn't stop her from having fun. The AXN winner who cosplayed Saito Hajime was there to join the fray. Unmatched in his Gatotsu stance on stage, he succumbed to the ice rink's unforgiving environment by falling flat on his behind three times! I myself had my share of sore ends, not just because of my bulky attire, but also because kids were clinging to me, asking if they could take me home!

But after an hour it had to end, so we retired to the safety of stable ground to shed our skating shoes, but keep another happy memory. As I sat down to finally take off my soggy costume, another friend stopped me and informed me that AXN had a party waiting for us at ANX Bar behind Megamall. Again I wore the damn thing. It didn't require a psychic to realize what was coming. -_-""



AXN ANIMÉ FESTIVAL 2001

Review by Theresa Dy Lising

On July 7, 2001, AXN brought to Philippine shores their much-anticipated AXN Animé Festival in concordance with the promotion of the movie, Final Fantasy: The Spirits Within.

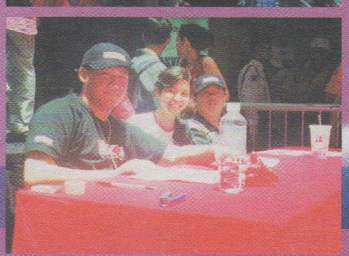
Thousands of eager animé fans flocked to SM Megamall Building A's atrium to take part in the event. Games such as the Final Fantasy Challenge, where one tried to defeat Ultimecia in under 15 minutes, and the Final Fantasy Board Game, where contestants played on a life-sized game board, gave the participants the chance to win AXN premium items such as animé post-its and baseball caps. Lines snaked around the mall for freebies like stick-on tattoos of the animé shows featured on AXN, balloons, and free photos with the Dr. Aki Ross standee, the protagonist of the Final Fantasy movie. Free Final Fantasy premiere passes were also given away to those who could answer the AXN animé/Final Fantasy questions being belted out by the emcee. An On-The-Spot Drawing Contest was also held during the event for three different age groups, the judge of which was none other than the creator of Blue Submarine No. 6 and the event's guest of honor, Mr. Mahiro Maeda.

Other event attractions included the display of the AXN Animé Action Strip Contest winners and some of the top entries for both the 16-and-below and the free-for-all groups. Seeing that this was also a Final Fantasy event, Final Fantasy VIII premium items, borrowed from a private collector, were also put on display and placed under the protection of a glass case. The collection included ordinary items from key chains to original FFVIII jewelry to a special edition FFVIII Zippo® lighter, complete with a stand. Even the Culture Crash staff joined in on the festivities, signing autographs for fans. Mr. Maeda was also on-hand, demonstrating his animator skills for the eager crowd and signing autographs.

But the main attraction for the event was definitely the AXN Final Fantasy Cosplay Contest, whose judges included the likes of Mr. Jescie James Palabay, editor-in-chief of Culture Crash Comics, and the guest of honor, Mr. Maeda. A total of 119 people came dressed as their favorite AXN animé or Final Fantasy characters in the hopes of bagging the big prize – a trip to Hong Kong and a chance to represent the Philippines in the final round of the cosplay competition to be held at the Hong Kong Comics Festival and Cyber Carnival. People feasted their eyes on favorites like Edea, Rinoa, and Squall from Final Fantasy VIII; Miyuki and Natsumi from You're Under Arrest; Kenshin, Yahiko, Kamatari, and Ayumi of Rurouni Kenshin; Shun, Ruriko, Fei, Kageyama and even Bancho and the Invaders from Gatekeepers, to name a few. Some of the bit characters also decided to show up, like Strikeman and the Mad Shopper Scooter Obaasan from You're Under Arrest. The one who emerged victorious, however, was JM Chua who dressed up as the former Shinsengumi leader, Saitoh Hajime of Rurouni Kenshin fame. The cosplayers then decided to take over the SM Megamall Ice-Skating Rink with what has been dubbed as Cosplayers On Ice.

As the day came to a close, people grooved to animé music courtesy of 12XU and Neotaku, both of which played songs from popular series like Vision of Escaflowne, Dragonball Z, and the ever popular Rurouni Kenshin.

In the end, this was definitely a day that made its mark on Philippine animé history, thanks to the sponsors, the organizers, the guests, the 30 or so volunteers, and most of all, the fans. May we have more of such events to come!



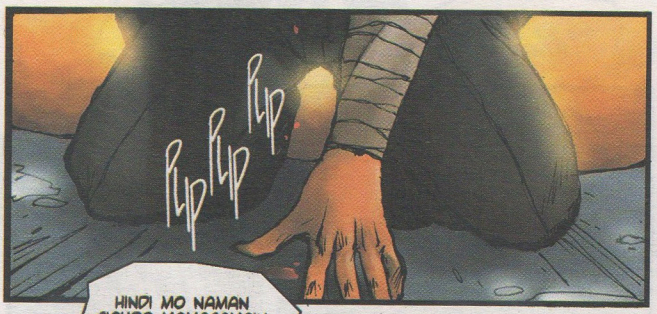
PASIG

IKA-ANIM NA KABANATA:
SA MGA KAMAONG BAKAL

Story & Art by: Taga-Ilog

SWAAP
PAALAM NA SA 'YO, DANTE.
SHWW

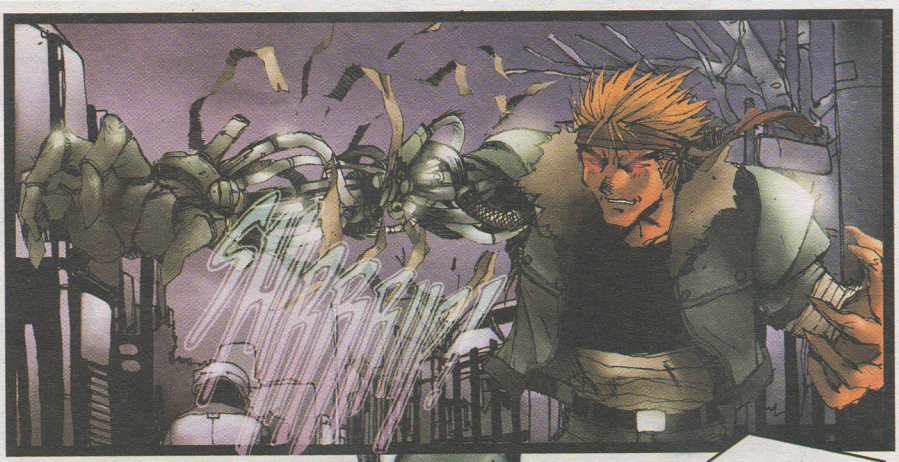
KRAG!
SHOOOO
IMP!
THWAP!!
OOF
HEH, HEH.... MAHUSAY KANG MAKIPAGLABAN, ESCLABO.... KUNG NORMAL PA AKONG TAO'Y KANINA PA BAH ANG LEEG KO.


PLIP PLIP PLIP

HINDI MO NAMAN SIGURO MAMASAMAIN KUNG MANDADAYA AKO NG KONTI, DI' BA?
HEHEHEHE

AYOS!!! TAPUSIN MO NA SIYA KUYA!!!

"MANDADAYA?!" ANONG IBIG NIYANG SABIHIN?
MAGALING MAKIPAGLABAN SI DANTE... PERO LABAN SA TAONG BAKAL?! NI WALA MAN SIYANG SANDATANG MAGAGAMIT... BAKA...



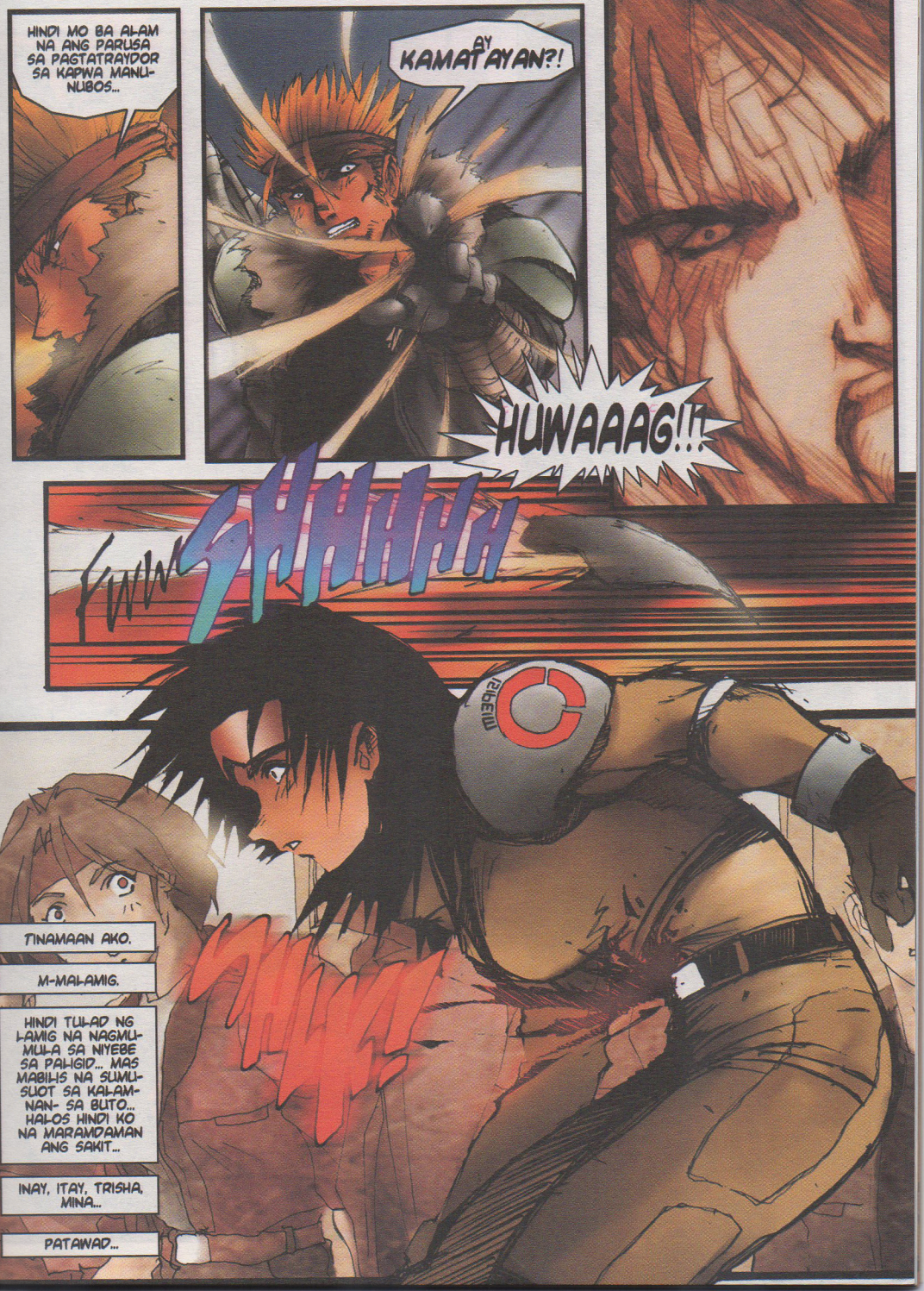
THWK!

AYOS BA? HEH HEH!!!

NALOKO NA! KAILANGANG MAY GAWIN NA AKO!
CHK

ALAM MO BA ANG HIRAP NA PINAGDA-ANAN KO PARA MAKUHA ANG KAMAY NA ITO? ANG HINDI NA MULING MAKARAMDAM NG KAHIT ANONG BAGAY KUNDI SAKIT SA TUWING DADAMPI ANG LAMIG SA IYONG KATAWAN? HEH HEH HEH....
NAKAKATAWA, PERO SA MGA SITUWASYONG TULAD NITO, WALA AKONG PINAGSISISI-HAN SA AKING PAGPAPABAKAL.

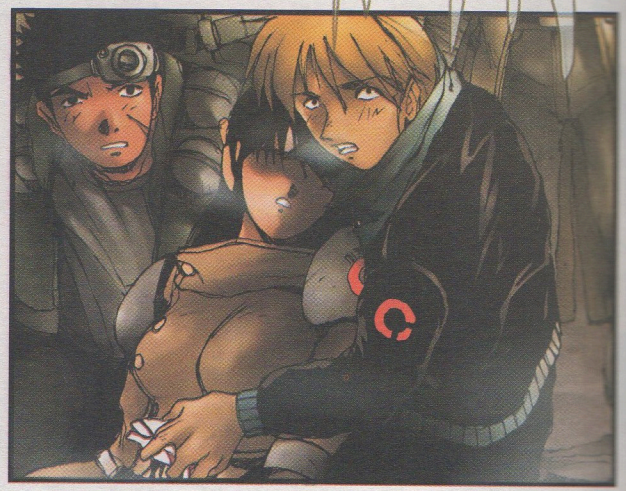
BH-
AH!
HFF HFF
NNGGHH! BITIWAN N'YO KO!!!
PANGAHAS!!! SINABI KO NANG WALANG MAKIKIALAM!!!
MINA! NABABALIW KA NA BA?! MAPAPAHAMAK KA LANG SA PINAGGAGAGAWA MO!


HINDI MO BA ALAM NA ANG PARUSA SA PAGTATRAYDOR SA KAPWA MANU-NUBOS...
AY KAMATAYAN?!
HUWAAAG!!!
SHHHHH
TINAMAAN AKO.
M-MALAMIG.
HINDI TULAD NG LAMIG NA NAGMU-MULA SA NIYEBE SA PALIGID... MAS MABILIS NA SUMUSUOT SA KALAM-NAN- SA BUTO... HALOS HINDI KO NA MARAMDAMAN ANG SAKIT...
INAY, ITAY, TRISHA, MINA...
PATAWAD...

KR-
KRK!
KNK

ANO'NG?!

THANKS



NGGHHHHH!!
SHLKKKK
HEH... HEH... MAHUSAY KA, DANTE... 'DI HAMAK NA MAS MAHUSAY KA KUMPARA SA MGA KASAMA-HAN MO...
RENNO... IBIGAY MO NA SA KANYA 'YANG DOGTAG NG MANDIRIGMANG ESCLABONG TINUBOS NATIN NOONG ISANG ARAW... ANG USAPAN AY USAPAN...
PANALO ANG ESCLABO.

P-PERO KUYA, KAYA KO SIYANG LABANAN...
SA SUSUNOD NA LANG, RENNO... HINDI SIYA KATULAD NG NAUNA... WALA KANG LABAN SA KANYA...
DANTE...
SALAMAT SA PAGPAPAUNLAK MO SA AMING HAMON...
HMPF! BAKIT BA HANDA MONG IBUWIS ANG IYONG BUHAY PARA SA WALANG KUWENTANG BASURANG ITO?
SALO!
ANO'NG NANGYARI SA KANYA?
HINDI SIYA SUMUKO KAYA NAPILITAN KAMING TAPUSIN SIYA...
TOP—
MARAHIL ANG DUGO NIYANG MANDIRIGMA AY HINDI BASTA-BASTA PATATALO SA KAHIT SINO.

KAYONG LAHAT... PABAYAAN N'YO MUNA ANG ESCLABO SA NGAYON... ANG UNANG MAGPAPAPATOK AY MANANAGOT SA AKIN.
MINA...
HEH... HANGGANG SA MULI, ESCLABO... HANGGANG SA MULI...
PANALO KA... DANTE.
HUWAG KA NANG MASYADONG MAGSALITA...
HINDI KA NA DAPAT NADAMAY DITO...
H-HINDI KO PA NAKIKITA SI DANTE NG GANITO... PUNO NG PAG-AALALA. MASAYA AKO'T SIYA ANG NAKASAMA NG MGA KAPATID KO SA LOOB NG MGA TAONG WALA AKO SA PILING NILA.

TAHIMIK...
SA MAIKISING PANAHONG NILAGI KO SA PASIG... NGAYON LANG AKO NAKARAMDAM NG GANITONG KLASENG KAPAYAPAAN...
WALA NA ANG SAKIT.
HINDI KO NA MARAMDAMAN ANG LAMIG NA DULOT NG NIYEBE SA PALIGID.
PAYAPA.
ITUTULOY...

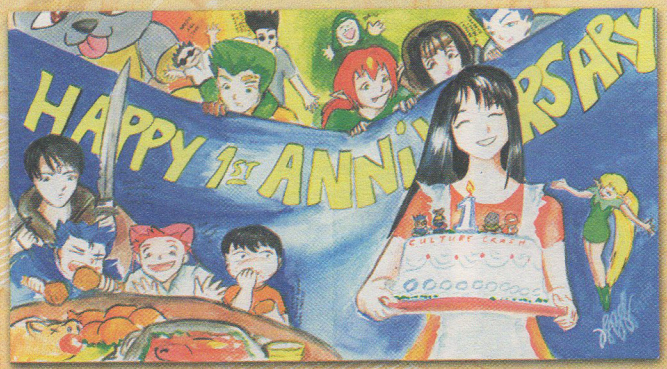
CC Com Graffiti

Welcome to yet another installment of the CCCom Fan Art Gallery, where we showcase an assortment of Filipino talents!

We get fan art by the ton. That's a given. The pleasant surprise is the quality of the art we've been receiving of late has been steadily improving. Some of you have sent us masterful line work. Others have successfully married traditional line art and computer coloring and effects. We'll do our best to showcase your works, as always. It's amazing to see what the Filipino artist can achieve. Keep it up!

To make it easier for us... please send artworks no bigger than 8½ x 11 (short bond papr size) in color or in black and white. For e-mail entries, files must be 300KB or less. Jpeg format and/or zipped files recommended for faster download time. Send them to:

fanart@culturecrash.com



Hazel Concepcion
New York City

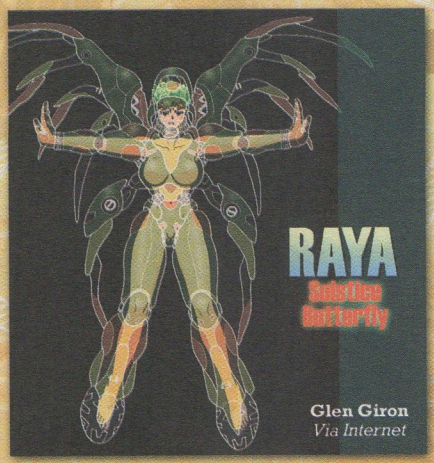
Jen
Corona, California
(Via Internet)

Airee Kulit
Cavite City

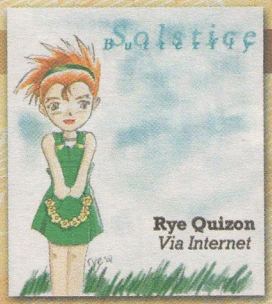
Jemie Monter
Calamba (Via Internet)

Alyza Taguilaso
Quezon City

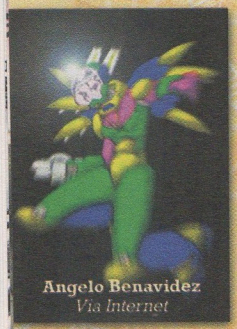
Olivia Escartin
Quezon City



Glen Giron
Via Internet



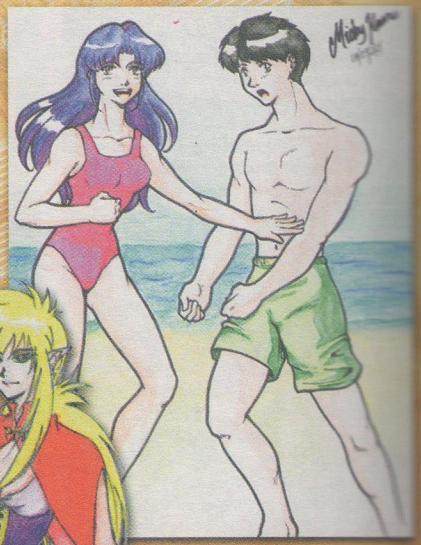
Rye Quizon
Via Internet



Angelo Benavidez
Via Internet

Chua Family
Via Internet

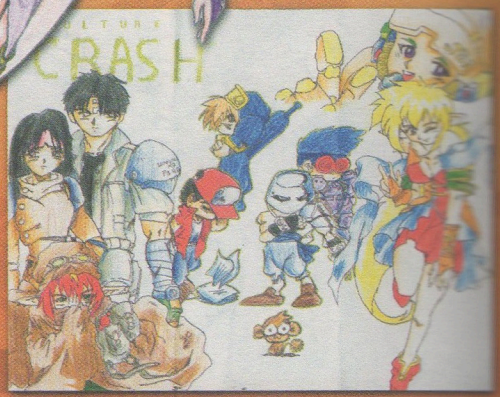
Reen Lagidon
Via Internet



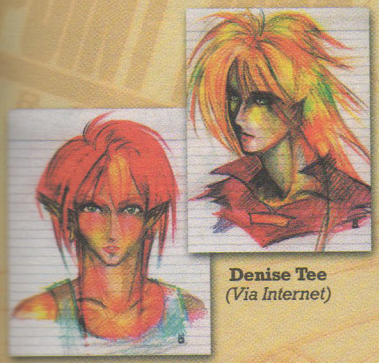
Micky Kaoru
(No Address Given)

Red Moon
(No Address Given)

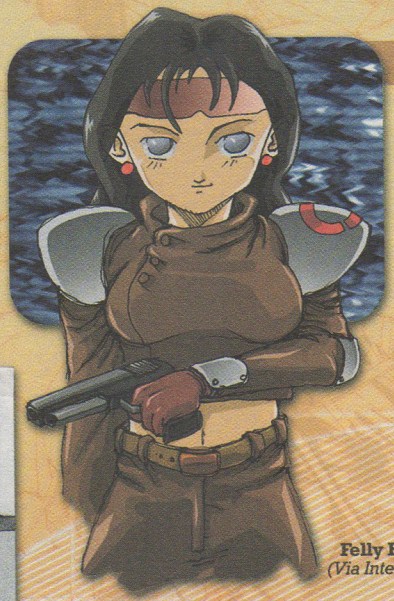
Ann Marjorie Sia
Cebu City



Brendon Ellis P. Bigay
Pasig City

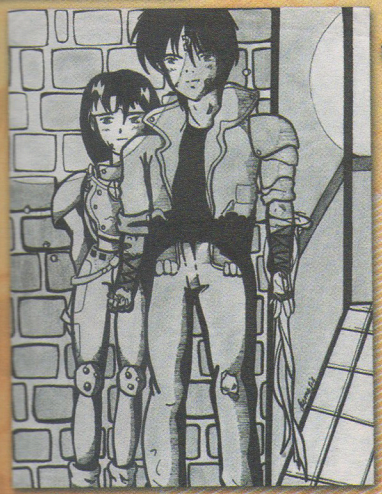


Denise Tee
(Via Internet)

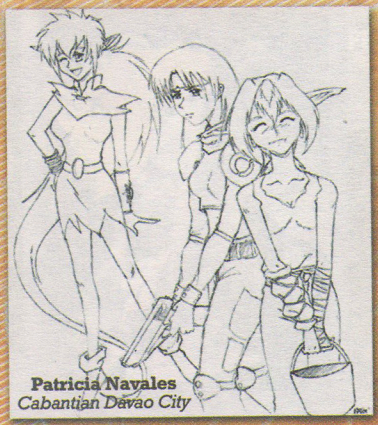


Felly Bus
(Via Internet)

Toni Rose Gepiala
Taytay, Rizal



Sabrina Palmares
Rizal



Patricia Navales
Cabantian Davao City

Jeniffer Yang
Pasay City

Haruna Schvell
Davao City

Nikki Jumawan
Camarines Sur

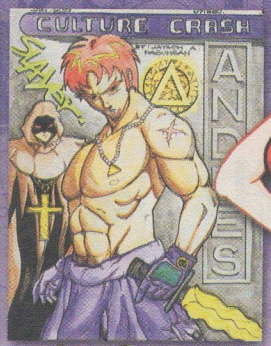
Krystel Paloma
General Santos City

These are drawings created by CCCom fans, Filipinos capable of creating excellent works of art. We can proudly say...

YES! DA FILIPINO KEN!!!

Mary Jonylene Padilla
Mandaluyong City

Noli Loyola
Dasmariñas, Cavite



Jayson Pagunsan
San Pablo, Laguna

Rica Poquiz
Pasig City

Chester Ocampo
(Via Internet)

CIPHERS
Davao City

Guardian of the Rising Sun
(Via Internet)

Jhovinson Torayno

Faith Joy Alcala
Las Piñas

Ana Villarosa
(Via Internet)

Send your artworks to the CCCom Office or at fanart@culturecrash.com

FAN COMICS

BLAZING COURAGE
Story and Art by: Argie Agbas

Actually, cute shojo story talaga ang title na 'to na may halong action na a la Flame of Recca. Hanga ako sa execution ng work mo, Argie. Buhay na buhay ang bawat pahina mo. Malinis ang pagkakagawa ng art-works. OK din sana ang black frames na ginamit mo, pero minsan ay hindi angkop sa scene (parang laging nasa dilim ang "frameless" panels). But it's a good thing to experiment din, so no problem.

Tuwang-tuwa ako sa paggamit ni Argie ng "live narrators" (tulad ni Karin sa CT). I find it very funny and makulit kasi e.

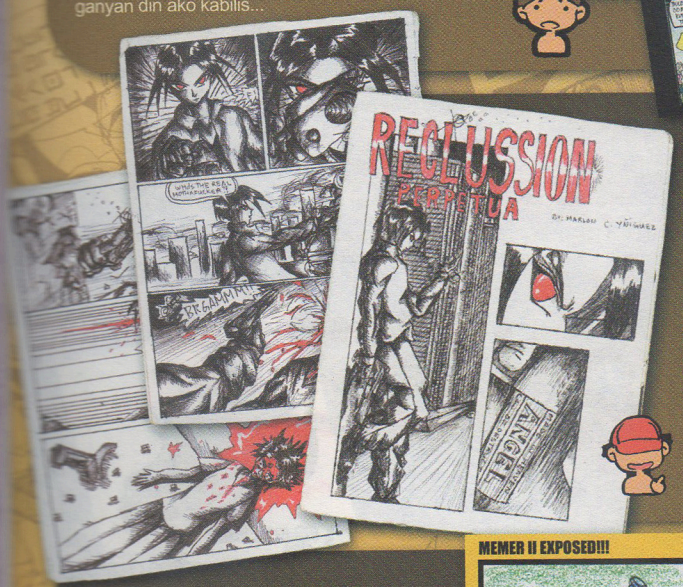
Kaso sana naumpisahan din namin ang kwento para mas maintindihan ang mga nangyayari. Half of episode 21 na ang binigay ni Argie kaya hindi ako maka-comment sa story. So far, I think it's promising. Final comment: Nasa episode 41 ka na?! Wow! Sana ganyan din ako kabilis...

RECLUSION PERPETUA
Story and art by: Marlon Yñiguez

To be totally honest, we have refrained from reviewing Marlon's work for some time due to its distrubing nature. However, he has repeatedly submitted several meticulously rendered works that took a lot of effort, so we decided to give him a deserved review.

As earlier mentioned Reclusion Perpetua is a disturbing read, at times making use of excessive, unnecessary expletives and graphic violence. His hero is the angel of death proclaiming the true path and message of the Bible. He spreads what is right but condemns the souls of those who refuse to see the truth. Reclusion Perpetua: perhaps it means the eternal desire of people to see the truth and the need to divide those who are true from those who are twisted.

Marlon, you are brave to be making such bold and radical statements about religion and personal beliefs. But it takes someone of great understanding to truly appreciate your talent.



MEMER II EXPOSED!!! by Maka-Marvel

Aba, Ilog tignan mo ito o... kasama pala ni I.Q. 40 si Keroberos! Cuuute! Siya naman talaga ang worthy na kunan ng photo eh... Ano yun? Hindi 'yon si Keroberos? Sino? Si Memer II iyon? Ay, corny! 'Soli bayad!!

Ilog, ikaw ba ang photographer dito?

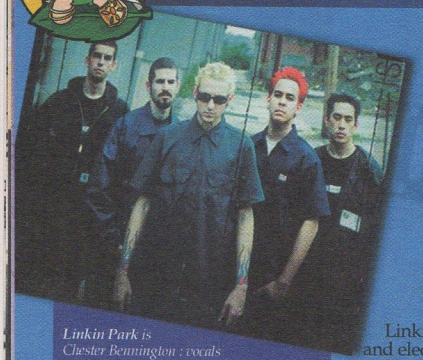
LOVE DARE by Jason Laxamana

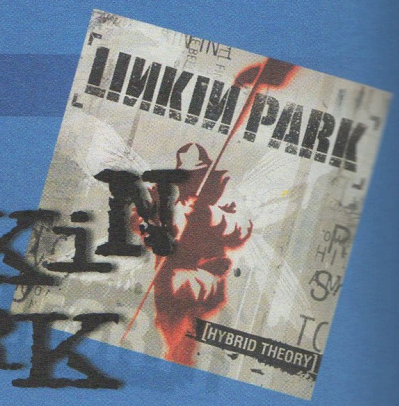
Huhuhu... kawawa naman si Willi... nabasted na, pinapatalon pa sa tulay! Hehehe.

Maganda 'yung color rendering mo sa mga panels at pati na 'yung lighting. Keep up the good work! At sana next time buhay pa si Willi para mabasted uli!

MUSIC

by AJ Esguerra





LINKIN PARK

Linkin Park is
Chester Bennington : vocals
Rob Bourdon : drums, backing vocals
Brad Delson : guitars, bass, backing vocals
Joseph Hahn : records, sampling, backing vocals
Mike Shinoda : emcee, vocals, beats, sampling

"Hybrid Theory"
Linkin Park
Warner Music

1. Papercut
2. One Step Closer
3. With You
4. Points of Authority
5. Crawling
6. Runaway
7. By Myself
8. In the End
9. A Place for My Head
10. Forgotten
11. Cure for the Itch
12. Pushing Me Away

Linkin Park tends to sound like Korn and Limp Bizkit, whose music is a mix of rap, rock and electronic. But the thing that sets them apart from the rest of the rock-rap groups is the ability of their two vocalists to sync excellently. Bennington's vocals go perfectly with Shinoda's rap, giving the group a trademark sound.

Their first commercial album, aptly called "Hybrid Theory," shows their diversity in music, perfectly blending the three genres that influence them. Don Gilmore did an excellent job in Linkin Park's album. Gilmore's previous experience with groups Eve 6 and Lit must've done the trick.

Expect to hear tracks filled with angst, frustration and vengeance. But for those of you who expect to hear foul language, you'll be disappointed. It's amazing how the band avoided swear words while still being able to project an atmosphere of anger and hate. Sounds too heavy for you? Don't worry. Linkin Park isn't very hostile; they probably wouldn't bite as hard as the others. There's even a big chance that you'll encounter a boyband junkie enjoying Hybrid Theory. But for those of you who've been into hardcore rock-rap for a long time, don't be disheartened; they still carry the same flavor other bands in the genre have. Their music crosses boundaries, and that's the biggest reason why they're so popular right now.

Personally, I think Hybrid Theory is a good pick, but I have a feeling that if I constantly listen to it, I'll easily get sick of their music. I guess that's where the pop aspect comes in. But that's just me, the case might be different for you, so I highly recommend that you try it yourself.

GORILLAZ

1. RE-HASH
2. 5/4
3. TOMORROW COMES TODAY
4. NEW GENIOUS
5. CLINT EASTWOOD
6. MAN RESEARCH
7. PUNK
8. SOUND CHECK
9. DOUBLE BASS
10. ROCK THE HOUSE
11. 19-2000
12. LATIN SIMONE
13. STARSHINE
14. SLOW COUNTRY
16. M1 A1

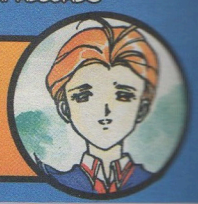
EMI RECORDS

Brit music enthusiasts will most likely find Gorillaz' self-titled first album a treat. Conceptualized by Dan Nakamura and Jamie Hewlett, the Gorillaz created a hype after the release of their first single *Clint Eastwood*, which caught the ears, and eyes of music lovers everywhere.

The band's sound is diverse and experiemental, which means that *Clint Eastwood* isn't a good preview of what the whole album is like. The first time listener might even think that this band came out of Now TV's *MP3TV* if he isn't aware that the people behind it are already veterans. 2-D's voice is courtesy of Damon Albarn from Blur, while rapper Del the Funky Homosapien is responsible for Russel's. Jamie Hewlett (Murdoc) and Mino Hatori (Noodle) also helped out. For those of you who're into mainstream music, you guys may not find this album appealing because it doesn't seem to have a definite genre amidst the diversity and all. Some of you may tend to be confused because at one point, they sound like a pop band (*19-2000*) and like Brit punks on another (*Punk*).

But that's exactly the beauty of it. Their versatility and uniqueness will surely satisfy your thirst for good listening (and viewing too). But for non-Brit music listeners, think twice if you're not in the mood for sound trippin'. Oh, and by the way, try popping their disk in your PC, you'll be in for a suprise (Flash? What the?!!).

FAST FACT: Soft-spoken Liwanag appeared in the original version of One Day Isang Diwa as Clarissa's best friend... She was later pulled out of the ODID roster because of character conflicts between her, Clarissa, and Alex. She would've been the first friend of Clarissa that Jun met on their first day in school instead of Alex (see ish 2.) Liwanag may never grace the pages of CC again as a mainstay character, but who knows? She already made her cameo appearance in ODID issue 5 (page12 panel 1; beside Laura)... maybe that's a start. All we have to do is just wait and see...



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ENIGMA

Cat's Trail

Version B

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Akda ni: E. A. Panaso

PASIG

Story & Art by: Taga-Ilog

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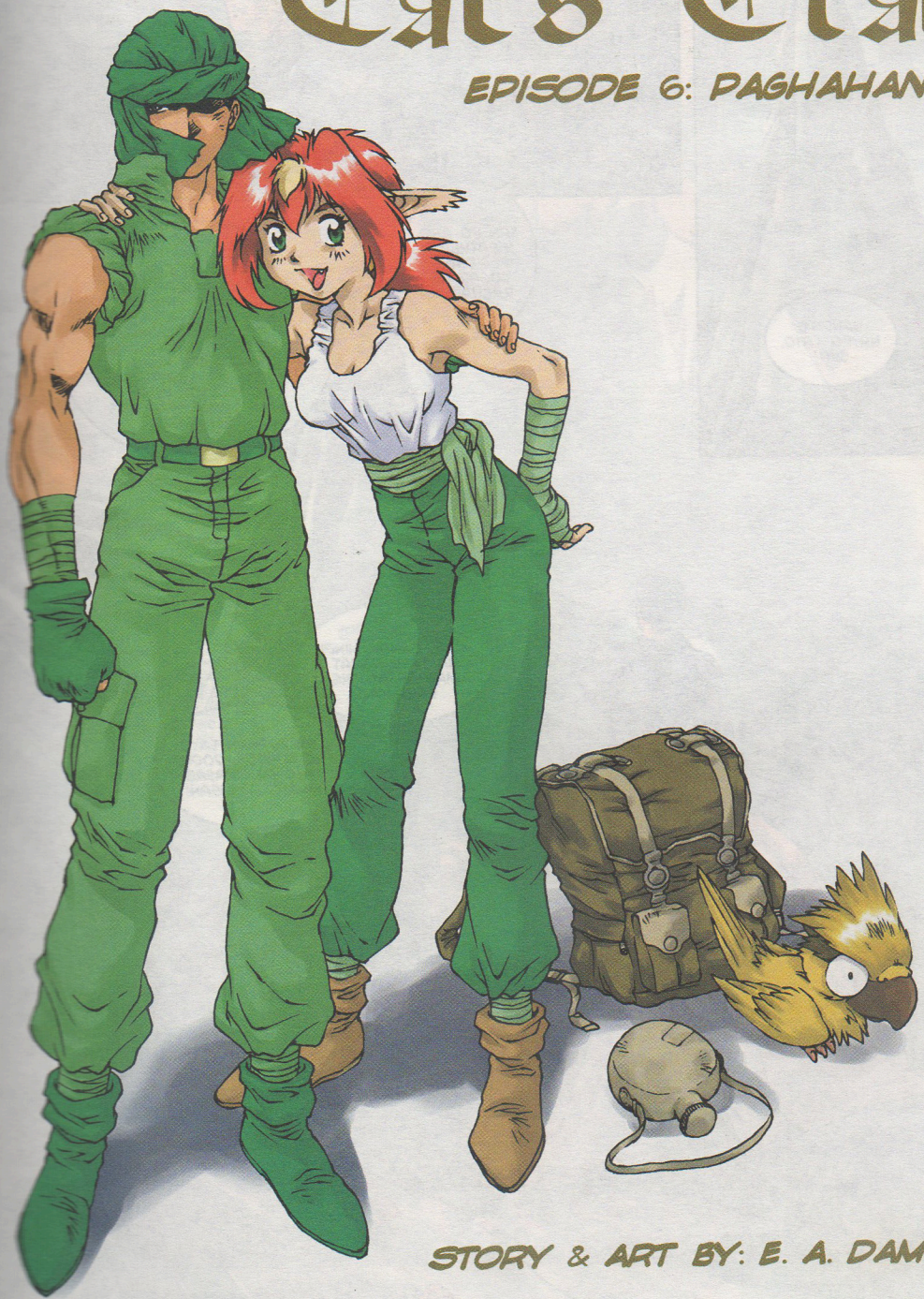
Cat's Trail

EPISODE 6: PAGHAHANAP



STORY & ART BY: E. A. DAMASO

NANDITO NA PO TAYO, SER!
YAN PO ANG "FEATHER'S PEAK", ANG LUGAR NG RAGNAROK.
SHERIFF
HMPH!
AYON SA MGA TAGA-FEATHERWOODS, MAY NAG-IISANG LAGUSAN LANG ANG BUNDOK NA 'YAN. SIGURADONG MASASALUBONG NATIN SILA AIREE KUNG SILA'Y MANGGAGALING SA TUKTOK KUNG SAAN LUMALAPAG ANG RAGNAROK...
KUNG GANON, HINDI NA TAYO DAPAT MAG-AKSAYA NG PANAHON...
...SA PAANAN TAYO NG BUNDOK. DOON TAYO SA SINASABI NILANG LAGUSAN!

UHF!
BA'T MO KASI PINAIWANAN SI "LAMPA" KANINA? E 'DI NAPADALI NA SANA ANG PAGLABAS NATIN SA LUNGGANG 'TO.
BAH! MALAY KO BA SA KANYA!AYOKONG MAY KASAMANG MANYAK!
SAKA "WEIRDO" 'YUNG TAONG 'YUN! BUTI NA LANG HINDI NIYA KO GINAPANG 'NUNG NAT-UTULOG AKO KUNDI NAKATIKIM ULI SIYA NG SAPAK!
SHHHSHHH...
ANO 'YUN?!
SHRRIIIP!

LUK!
POLARIS!!!
FFT!
GROWR!

SER, NANDITO PO ANG SINA-SABI NILANG LAGUSAN.
MAGALING! MALAKAS ANG KUTOB KONG MAGKIKITA KAMI NI AIREE SA LOOB...
HE-HE-HE!
SER, ANG BALITA PO'Y MAY MABA-BANGIS NA HAYOP NA NANINIRAHAN SA LOOB NG KWEBANG 'YAN.
ALAM KO...
"MAGKIKITA KAMI NG MANDARAMBONG NA 'YON BUHAY MAN O PATAY!"
SKRRITCH
AIREE...

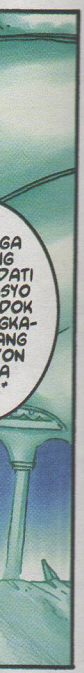
...K-KAHIT ANO'NG MANGYARI...
...AKO PA RIN ANG NANGAKONG MAG-AALAGA SA 'YO...
POLARIS?
...HINDI KITA PABABAYAAN...
AKO N'ANG BAHALA DITO!
POLARIS...
ANTAPANG NIYA!
SKITCH!SCRATCH!SKITCH!SCRATCH!
SKITCH!SCRATCH!SKITCH!SCRATCH!
SK!SCRATCH!SKITCH!SCRATCH!
NGE!
ARAY!
ARUY!
AKK!
EK!
EHEK!
BAKIT PA BA 'KO NANGAKO? HUHUHU...

*THAT CUTE AND FUZZY WOLFRAT SQEAKY VIOLENT PSYCHIC HAIRBALL ATTAAAACK! -ED.

SSLLIISH!
UHUK!
NAKUP!
MASYADONG MABILIS ANG WOLFRAT...
HINDI NAMIN SIYA KAKAYANIN. MALIBAN KUNG...
...TAMA!
HETO'NG SA 'YO!!!
BLUB!!!

SER! DITO PO NANGGALING ANG INGAY!
DOON TAYO! MADALI !!!
chf
chf
chf
chf
Tup!
Tup!
Tup!
Tup!
ANO 'TO?! NANG-GALING NGA DITO SILA AIREE. PERO HINDI NATIN MATA-TAWID ANG APOY NA 'TO.
MAY LUMALA-BAS!
HUMANDA KAYO!
YES SER!
GROWR!

'AYON SA KWENTO NG MGA TAGA-*FEATHERWOODS*, ANG BUNDOK NG *FEATHER'S PEAK* AY DATING PALASYO NG ISANG MALUPIT NA HARI. DAHIL SA SOBRANG KASAMAAN NIYA, SIYA'Y PINARUSAHAN NG MGA DIYOS- NAWASAK ANG KANYANG DATI'Y MATATAG NA PALASYO AT NAGING BUNDOK SA PAGHIPAS NG PANAHON. (WALANG NAKAKASIGURO SA KATOTOHANAN NG ALAMAT NA 'TO.)



HIL SA SOB-
AGHIPAS

DUON TAYO SA LOOB! HEHE!!!
H-HA?!
S-SINO KA? TEKA KILALA KITA...
NAKITA NA KITA DATI 'DI BA?
IKAW 'YUNG NASA PANAGINIP KO?!
HUPS!
A-ANO'NG ?!
BAKIT AKO KINABAHAN BIGLA?
ANO KAYA ANG MANGYAYARI SA MGA BIDA NATIN NGAYON? SINO ANG MAMANG NAKATALUK-BONG? MAY KINALAMAN BA SIYA SA ODID? ABANGAN...
IKAW NGA BA ANG NAWAWALA KONG PINSAN?
SKREE!!!
HINDI NIYA ALAM NA NASA'KIN ANG GHULAY CARD.

the Bold... the Brave, the Cosplayers

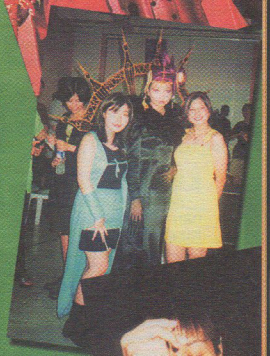
by Jescie James Palabay

I've often wondered how great it would be to be a child again. Throwing caution to the wind, doing what you want to do, just for the heck of it.

Ah, but those days are past. I've grown much and have responsibilities I need to attend to. Like helping to organize the AXN anime event and stuff. Of course, I found judging and helping out the organizers was a lot of fun too, but I had reasons for doing what I did.

So there I was, judging, having a great time and being awfully impressed with how well the cosplayers made their costumes. A lot of the costumes were so good that I had to get finicky with the smallest things like shoes and stuff. All the while every face I saw had this joy about them. This preeminent, carefree and unabashed joy was all over their faces! A lot of them really didn't care about winning. Sure, they hoped, but what they really wanted was to have fun, just for the heck of it!

By the end of the second anime event, which was the AXN Anime festival, I resigned myself to a quiet place and just began to watch the cosplayers on ice. I smiled and thought to myself, it was really great being a judge and all, but I think I'd give much just to be among those skating on the ice...



Robert Benedict R. De Castro –GENMA SAOTOME (Ranma 1/2)

"What I enjoy most about cosplay is the thrill and what you see on the faces of the audience when they see their favorite characters on the catwalk... My message to would-be cosplayers is just to have fun during the cosplay."

Maria Paulia Belgado –YUMI (Rurouni Kenshin), GIRL-TYPE RANMA (Ranma 1/2), EDEA (FFVIII)

"Kusa sana, if there was a job as cosplaying, I wish I could take that on as my job. It was really fun. And challenging... and masaya talaga siya eh."
"If you're a real fan, I think you should try it at least once in your life. It's definitely an experience. Bad or good, it's up to you."

Mark Anthony Suarez –HOTOHORI (Fushigi Yuugi), SEIFER ALMASSY, SQUALL LEONHEART (FF VIII)

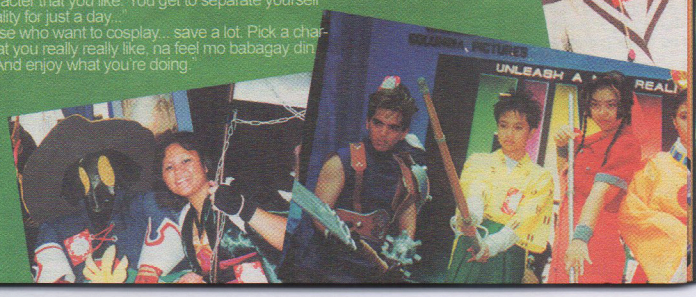
"Kung anime fan ka naman, why not try cosplay? Kasi it's a really fun experience and instant celebrity kayo..."

Chris Edward Lo –MITSUKAKE (Fushigi Yuugi), AOSHI SHINAMORI (Rurouni Kenshin), SEPHIROTH (FF VII)

"Na-amaze ako sa ability nila sa paggiging creative sa paggawa ng costume. Natutuwa ako na there are people na katulad ko, anime fans na nagbubuhos ng time and money para sa hobbies na ganito."
"Subukan niyo. Kahit one day fame. Try n'yo lang. Try to be a child for once."

Shiela Benedicto –BELLDANDY (Ah, My Goddess), YUUNA (FF X)

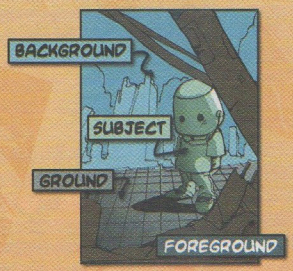
"It's the clothes! Man, it's the CLOTHES. You get to be the character that you like. You get to separate yourself from reality for just a day..."
"For those who want to cosplay... save a lot. Pick a character that you really really like, na feel mo babagay din sa 'yo. And enjoy what you're doing."



TAGA-ILOG ON

HOW WE DRAW 6

Hello ull sa inyo diyan! Andito na naman po muli ang inyong lingkod na si Taga-ilog para sa "How We Draw Section" ng Culture Crash!



PAUNA

Noong mga nakaraang issue ay tinalakay na natin ang ilang mga bagay ukol sa paneling, at kung paano ito nakakatulong sa pagbibigay-buhay sa kuwento. Nalaman natin na ang panel ang isa sa mga pinaka-importanteng bahagi ng komiks dahil sa pamamagitan nito, nakakapag-saad tayo ng oras, lugar at mga pangyayari na kinakailangan para umusad ang kuwento. Pero hindi diyan nag-tatapos ang talakayan natin tungkol dito…

COMPOSITION

Sa pelikula, mahalagang matukoy ng isang direktor ang nilalaman ng bawat eksena: ang mga artista, lugar at props ay dapat nasa tamang lugar upang maging kapani-paniwala ang kanyang obra. Gayun din naman sa paggawa ng komiks; kailangang alam ng illustrator ang mga elementong ipapasok niya sa bawat panel upang maging kaaya-ayang basahin ang komiks.

Ito ang mga bumubuo sa isang komposisyon:

I. Figure/ Subject
II. Ground
  a. Foreground
  b. Background

I. FIGURE/ SUBJECT

Ang figure o subject ay ang pangunahing bagay na binibigyang pansin sa isang panel. Ito ang pinaka-importanteng bagay na dapat pagtuunan ng pansin ng mamba-basa sapagka't kadalasa'y dito nakasalalay ang magiging takbo ng kuwento. Tandaan lang natin na hindi palaging tauhan sa kuwento ang maaring maging subject sa isang panel.

II. GROUND

Ang ground ay ang siyang nagsisilbing "sahig" na pinagpapatungan ng mga ele-mento ng panel. Dalawa sa pinaka-importanteng dapat nating malaman tungkol dito ay ang background at ang foreground...

a. BACKGROUND

Ang background ay mahalaga sa pagsasaad ng lugar kung saan nagaga-nap ang isang pangyayari. Nakakadagdag din ito sa atmosphere ng kuwento. Kung ang isang panel ay binubuo ng puro background lamang at walang subject, o 'di kaya'y ang subject ay halos hindi mo na mapuna dahil ang mal-aking porsyento ng panel ay background, maari natin itong tawaging estab-lishing shot.

b. FOREGROUND

Ang foreground ay ang lugar kung saan pinakamalapit ang "camera" sa isang panel. Kabaligtaran nito ang background dahil imbes na nasa likod, siya ang nasa pinakaharap ng eksena. Mahalaga ang foreground dahil nag-bibigay ito ng karagdagang impormasyon tungkol sa pinag-gaganapan ng pangyayari.

Setting panel 1: Establishing shot of school from the outside...

...followed by a closer shot of a room with several students...

...simulating a zoom in shot to the actual story action...

thus, a smooth transition of scenes was achieved.

Sample page employing blank panels...

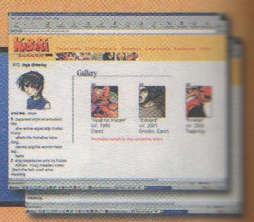
BLANK PANEL

Hindi lahat ng mga panel ay gumagamit ng Foreground, Background, at Subject. May mga pagkakataon na maaring gumawa ng panel na walang laman para lamang ma-emphasize ang katahimikan ng isang eksena. Ang paggamit ng puro itim sa isang panel ay maaring magpa-hayag ng kawalan ng malay ng isang tauhan sa kuwento o kaya'y magpakita ng pagdaan ng panahon. Depende sa sitwasyon, ang paggamit ng blank panels ay maaaring makadagdag ng character sa inyong komiks.

FAST FACT: Kubori Kikiam is now Online!!! That's right! Ang tatlong paborito niyong kwelang kikiam na unang nagkalat sa Culture Crash noong issue 5.5 ay maghahasik ng lagim sa internet. Bumisita lamang sa

http://www.geocities.com/kuborikikiam

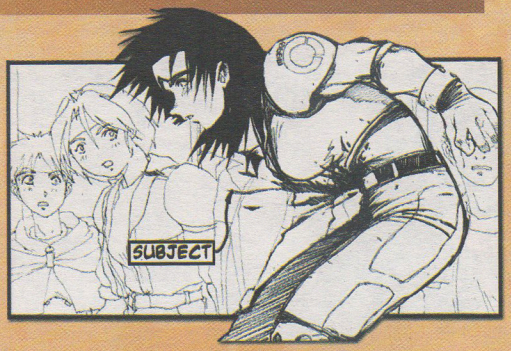
(WARNING: This site contains materials which may affect the mental well being of younger citizens... Parental Guidance is advised.) Recommended for immature readers.



PAGSASA-AYOS

May mga pagkakataon na kinakailangang maging mas interesante ang mga layout ng mga nilalaman ng isang panel. Para gawin ang mga ito, kailangan nating tandaan ang mga sumusunod na bagay...

a. Emphasis and Subordination
b. Balance
c. Law of Thirds



EMPHASIS AND SUBORDINATION

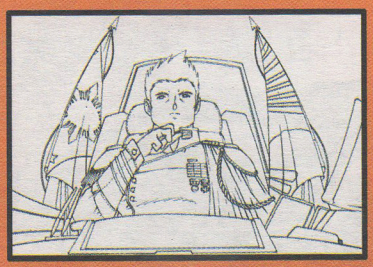
Ang ibig lamang sabihin nito ay ang pagpili ng mga elemento sa loob ng panel na nais mong mapagtuunan ng pansin ng mambabasa. Ang pag-emphasize sa isang elemento ay nakakadagdag ng linaw sa storytelling. Nakakapag-padali rin ito para sa mambabasa na maunawaan kung ano ang nais mong ipahiwatig sa isang panel. Binibigyang diin nito ang mga importanteng bagay na dapat malaman ng mga mambabasa.

Ex. Makikita natin sa sample panel na ito na ang emphasis ay napupunta sa subject (si Mina) dahil ang pagkakaguhit dito ay mas madilim kaysa sa background. Ang pagdadagdag ng detalye sa subject, o 'di kaya'y pagbabawas ng detalye sa background o foreground, ay nakakatawag-pansin din. Ingatan nga lang natin na maglagay ng pare-parehong antas ng detalye sa foreground, background at subject dahil lulubog lamang sila sa ating panel at halos hindi mo na malalaman ang kanilang pagkakaiba.

BALANCE

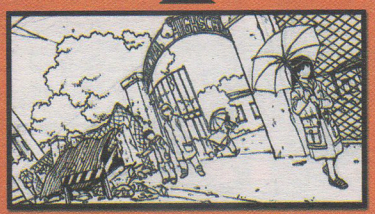
Ang balance ay tumutukoy sa pagkakaroon ng pantay na pagkakabahagi ng bigat sa loob ng panel. Isipin natin na ang lahat ng bagay sa loob ng isang panel ay may kanya-kanyang bigat. Kailangan nating ma-balanse ang mga elementong ito para magmukhang kaaya-aya sa paningin.

Ex. May dalawang pamamaraan para magawang balanse ang isang panel. Ang isa ay tinatawag na (a.) symmetrical balance, kung saan ang mga elemento ay pantay na nahahati sa gitna ng panel. Ang isa naman ay tinatawag na (b.) asymmetrical balance, kung saan ang elementong pinakamabigat ay nasa isang bahagi ng panel. Ang mga mas magagaan na elemento ay sama-sama sa kabilang bahagi ng panel para ma-kontra ang bigat nito.



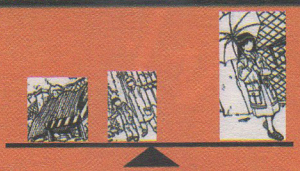
A symmetrically balanced panel: note the almost mirror image layout...

The simple diagram below shows the see-saw relationship of the elements in the panel.



An asymmetrically balanced panel.

The diagram below shows 3 irregularly shaped elements. The panel itself is balanced because the "heavier" element is offset by the two "lighter" ones on the other end of the see-saw.

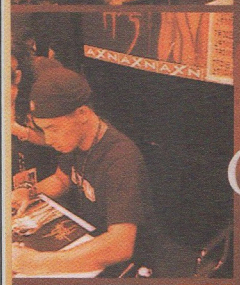


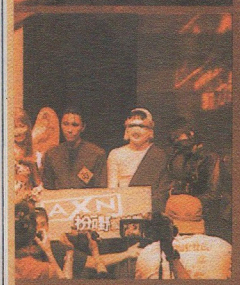
LAW OF THIRDS

Isa sa mga pinakamahirap iwasan sa pagbubuo ng komiks ay ang pagkakaroon ng "static" na layout sa pag-papanel. Maiiwasan natin ito sa pamamagitan ng paggamit ng "Law of Thirds." Isipin nating nahahati sa tatlong magkakapantay na bahagi ang isang panel. Ito ang magiging basehan natin upang maging mas interesante ang ating layout. Kung ilalagay natin ang ating subject sa kahit saan sa magkabilang bahagi ng panel, mas maganda itong tignan kaysa sa palaging nasa gitna lamang ang nasabing subject. Pero siyempre, hindi palaging ganito ang kaso. May mga pagkakataon ding ang paglalagay ng subject sa gitna ng panel ay mas naangkop, depende sa sitwasyon.

Hangga't maaari, iwasang mag-lagay ng inyong "subject" sa gitnang bahagi ng panel maliban na lang kung talagang kinakailangan.

FOR THE RECORD- CCCOM STATS: No. of issues thus far: 6.5; No. of days actually spent at home per week: 2; No. of hours spent sleeping: 5-7 No. of windows in the office: 1 (and useless at that); No. of toys: 30 (now you know); No. of posters: 17; Average no. of hours spent working daily: 6-10; Average file size per page: 15-40 MB; Amount of money we wish to be paid: $2.5 million monthly; Amount of money we actually get: a whole lot less than that; No. of jokes cracked per minute: .5 (3 w/ Jio); No. of hours spent laughing: 6-10 (w/Jio:10-18); Total volume of ink used up drawing: 3 light years (in a straight line); Amount of radiation absorbed in front of the computer in kilojoules: ahh... let's just say we all grew a third eye on our foreheads.





Hong Kong Animé Convention

Big, muscular, long-haired guys with big swords... the typical hero of Chinese home-grown comic books... we just can't help but wonder how "Panday" would've fared in the Hong Kong comic industry.

Combine all the major Anime events here in the Philippines so far and multiply that attendance by about 50 or so times, and you'll begin to understand just how big the Hong Kong Comic Convention was last July 27, 2001.

Anyway, it all happened so long ago, that I've actually forgotten a lot about it. For formalities' sake and just to have the excuse of saying that all the money we spent going there was not wasted, we're going to pretend to write a sensible article about it. You understand don't you?

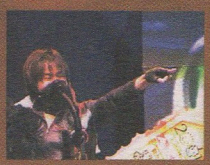
The convention center was one of the first places we checked out when we arrived in Hong Kong. I have to tell you this place was BIG! Combine all three Megatrade halls and that would probably only equate to 1/3rd of the floor space of the event.

Thousands of people lined up for tickets and to rush inside to get the limited edition giveaways of the two big publishers in Hong Kong: King Comics and Comics World. These two publishers were definitely the main attraction of the event. They also provided most of the Chinese translated Manga in Hong Kong. One of the publishers is rumored to have spent as much as 60,000 US Dollars to construct their booth! Japanese creations were also quite popular especially Doraemon, SNK characters, and the Gundam model kits. At the time, Konami was promoting their new Dancing arcade "Para Para Paradise 2nd mix" which to my knowledge has still failed to reach our shores! Especially puzzling since we thought it was a lot better than the current hand-based dancing game being played here.

Oh and there were merchandise!!! Toys, Comics, model kits, glowing nails (don't ask), art materials, etc. We felt like kids in this giant candy store. We wanted a bit of everything (except maybe the glowing nails — oh wait, Mer likes the glowing nails). There were some deluxe toys available at 1/3 the regular price here in the Philippines and boy, were we ever tempted! We also got good quality art materials at the convention and we really got frustrated as to how hard these materials are to find locally.

AXN, who partially sponsored our trip, was also a major sponsor of the event. Again, Mr. Maeda was present at the AXN area to sign some autographs, and that was where Philippine cosplay champ JM Chua based himself.

The main event for us was definitely the Cosplay. Many of the participants were dressed up as Hong Kong-based characters. After a stunning showing from the Hong Kong contingent, it all came down to the three contenders. Shishio represented Singapore. Someone we could only guess to be Akagi of Streetfighter EX fame represented Hong Kong. And of course, our very own JM Chua was Saito. To be completely honest, we were intimidated and quite blown away by the elaborate costumes of the local participants. Imagine our stunned delight when JM actually won the grand prize! JM himself seemed initially confused until Mr. Maeda started shaking his hand and started giving him this big thingamagig. After the initial shock and blank looks with each other, we started blathering comments of pure joy, which we are unable to put into print for ethical reasons. Everyone at the AXN booth was very happy for JM and every Filipino face I saw had this indescribable glee about it. I am sure that by the time this goes into print, JM will have received all the congratulations from friends and family accorded him. Special mention goes to the local cosplayers who actually went to the HK convention in full costume!



The Hong Kong Comic convention really opened our eyes to our own untapped potential. During the convention it became prevalent how endemic comics and anime has become to the pop culture of Hong Kong. Most noticeable was the big promotional push for this big budget Hong Kong movie called "Legends of Zu". Xiang Zhi Yi, of "Crouching Tiger, Hidden Dragon" fame, starred in this movie.

We have a long way to go indeed, but with enough commercial support and the proper cooperative attitude within the many players in the local anime industry, expect the Filipino to proudly make a distinct and indelible mark on the cross-cultural phenomenon that is anime.

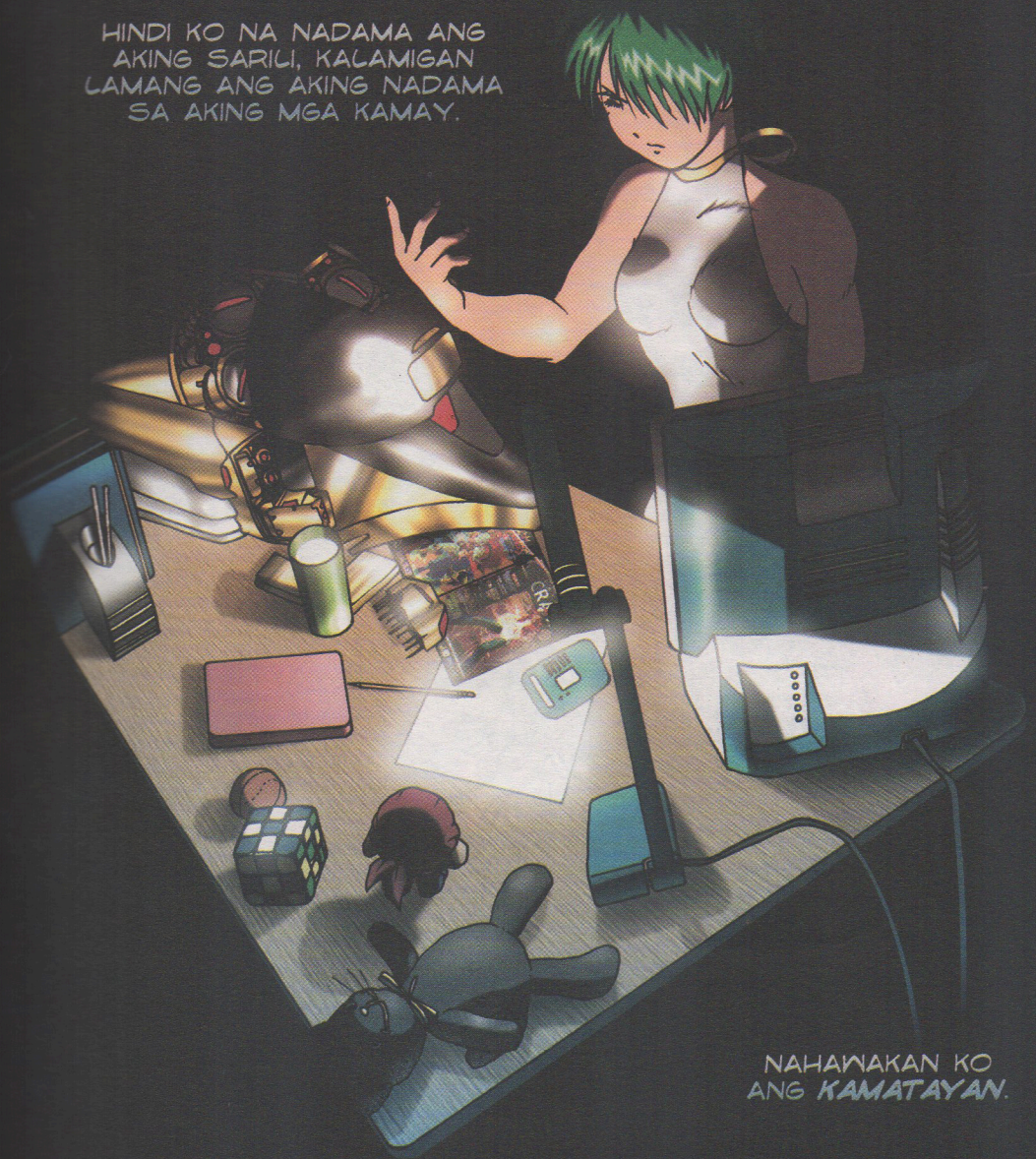
FOR THE RECORD: Issue 3 of Culture Crash miraculously came out on time! A feat unequalled ever since. Sad but true.

MANDIRIGMA
Mahabharati, Raya
1:6
Solstice Butterfly
PAGPAPASYA
Story and Art by Jerard F. Beltran

. . . .
LIGTAS KA NA.
NABASA KO ANG KANYANG MGA LABI, IYON LANG ANG AKING NAAALALA.
. . .
DAMANG-DAMA KO ANG BAWAT PINTIG NG AKING PUSO.
. . .
SA BAWAT TIBOK, SA BAWAT HINGA, UNTI-UNTI AKONG NAWALA SA AKING SARILI...
. . .

NANILIM ANG AKING PANINGIN.
SA ISANG IDLAP, ANG LAHAT AY
NAWALA SA AKING PALIGID.

HINDI KO NA NADAMA ANG
AKING SARILI, KALAMIGAN
LAMANG ANG AKING NADAMA
SA AKING MGA KAMAY.



NAHAWAKAN KO
ANG *KAMATAYAN*.

AT PAGKATAPOS KO SIYANG MAPATAY, AKO DAW AY NAGWALA.

. . .

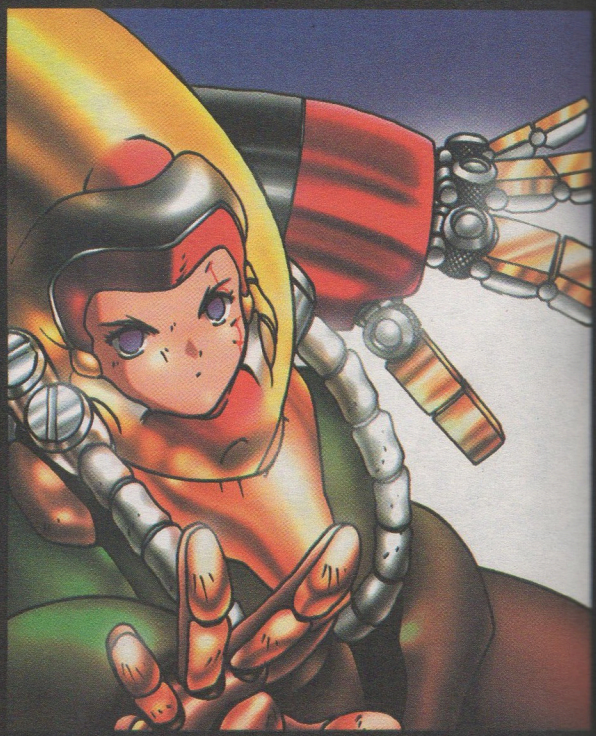
HINDI KO NA NAMALAYAN NA NABILANGGO NA ANG AKING ISIPAN.

. . .

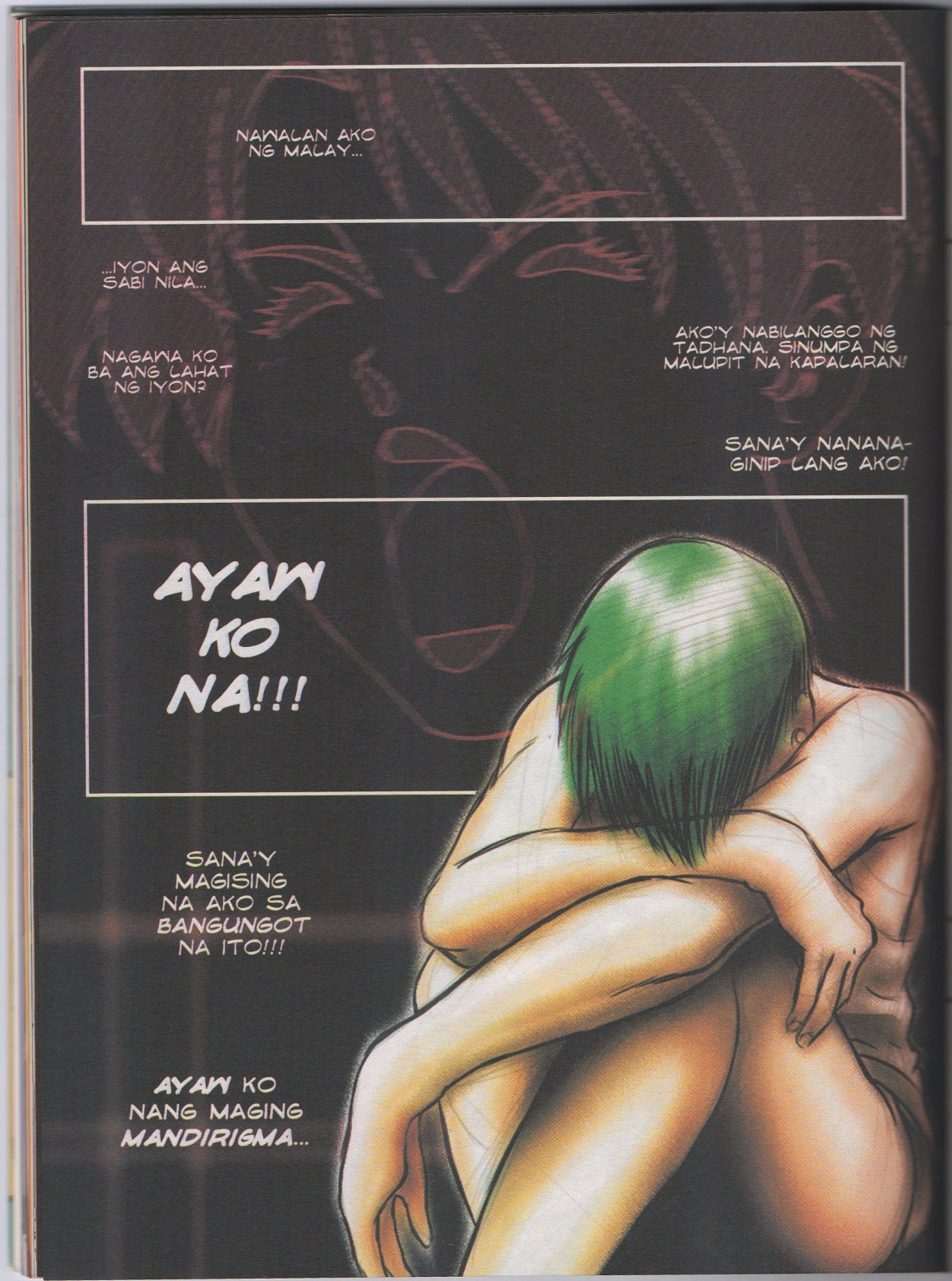
NASIRAAN BA AKO NG BAIT?

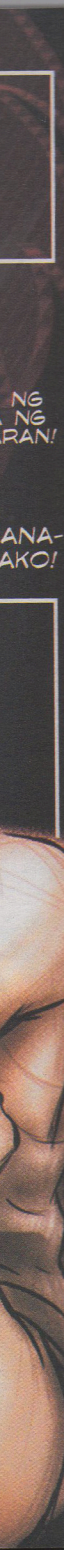
. . .

HULI KO NANG NALAMAN.

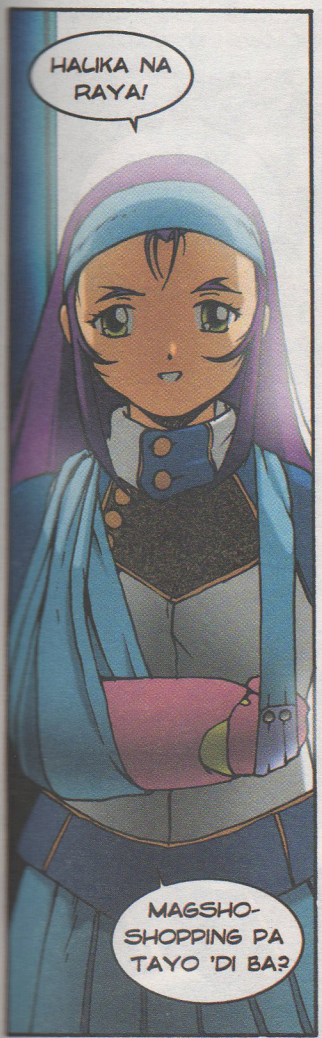


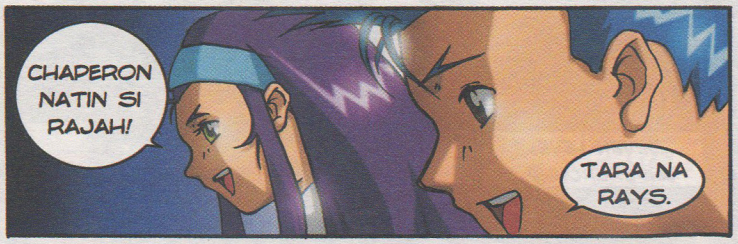
NAPASABOG KO ANG AT-01 NA SUMUBOK NA I-ASSIMILATE SI RAJAH.
NAILIGTAS NAMIN SI YVETTE, ANG BATANG BIHAG NG MGA 'KANO...
...AT AKO'Y...
...HINIMATAY.
UNIT A.T.-01 628 REPORTING. MISSION ACCOMPLISHED. THE PRISONER IS SAFE.
UNIT INTEGRITY IS 20% FUNCTIONAL. HOST SOLDIER'S INTEGRITY IS AT PEAK RATE BUT IS UNCONSCIOUS.
UNIT A.T.-01 628 IS RETURNING HOME AND SIGNING OFF.


NAWALAN AKO NG MALAY...
...IYON ANG SABI NILA...
NAGAWA KO BA ANG LAHAT NG IYON?
AKO'Y NABILANGGO NG TADHANA. SINUMPA NG MALUPIT NA KAPALARAN!
SANA'Y NANANAGINIP LANG AKO!
AYAW KO NA!!!
SANA'Y MAGISING NA AKO SA BANGUNGOT NA ITO!!!
AYAW KO NANG MAGING MANDIRIGMA...

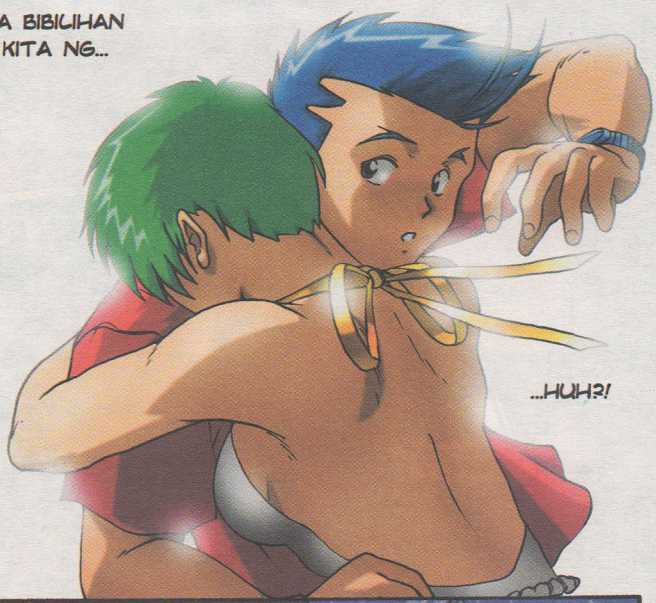


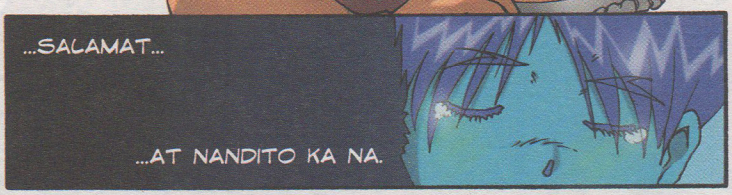
ANO'NG GINAGAWA N'YO DITO?!
LAYUAN N'YO AKO!!!





'DI BA BIBILIHAN PA KITA NG...





SAMANTALA...
...SA FORTRESS BONIFACIO...
MONGOLIA, KOREA, CHINA, JAPAN, BANGLADESH, MYANMAR...
...SEVEN LEVELS UNDERGROUND...
...MALAYSIA... HALOS KABUUAN NG ORIENTS ANG SAKOP NA NILA.
NEPAL, CAMBODIA, VIETNAM AT TAYO NA LANG PO ANG MALAYA.
GENERAL MAHABHARATI, IYAN NA PO ANG KABUUAN NG ULAT.
SALAMAT RINGGO...
HMM...
...APAT NA ESTADO NA LAMANG TAYO...
REGIONAL COMMANDER PHILIPPINES

SIR, MAY BALITA NGA PALA KAMI TUNGKOL SA INYONG ANAK,

MAY PROMOTION NA NAGHIHINTAY PARA SA KANYA AT SA KANYANG MGA KASAMA.

ANG IKA-UNANG ENKWENTRO NIYA AY NAGANAP SA BATAAN NOONG NAKARAANG LINGGO.

NAKATALO SIYA NG ***A.T.-01*** AT NAKAHULI SIYA NG ISANG UNIT, FULLY INTACT.

HINDI PO NAMIN BABAWIIN SA KANYA ANG ***ARMORED TECH*** AYON PO SA INIUTOS NINYO.

HAY NAKU, ANG MAG-INA NGA NAMAN!

DADDY, ANG GANDA KO PO ANO?

HUWAG KANG MALIKOT!! KUKUROTIN KO ANG SINGIT MO SIGE KA!!

MAHUSAY...

MAGIGING MAJOR NA PALA ANG ANAK KO.

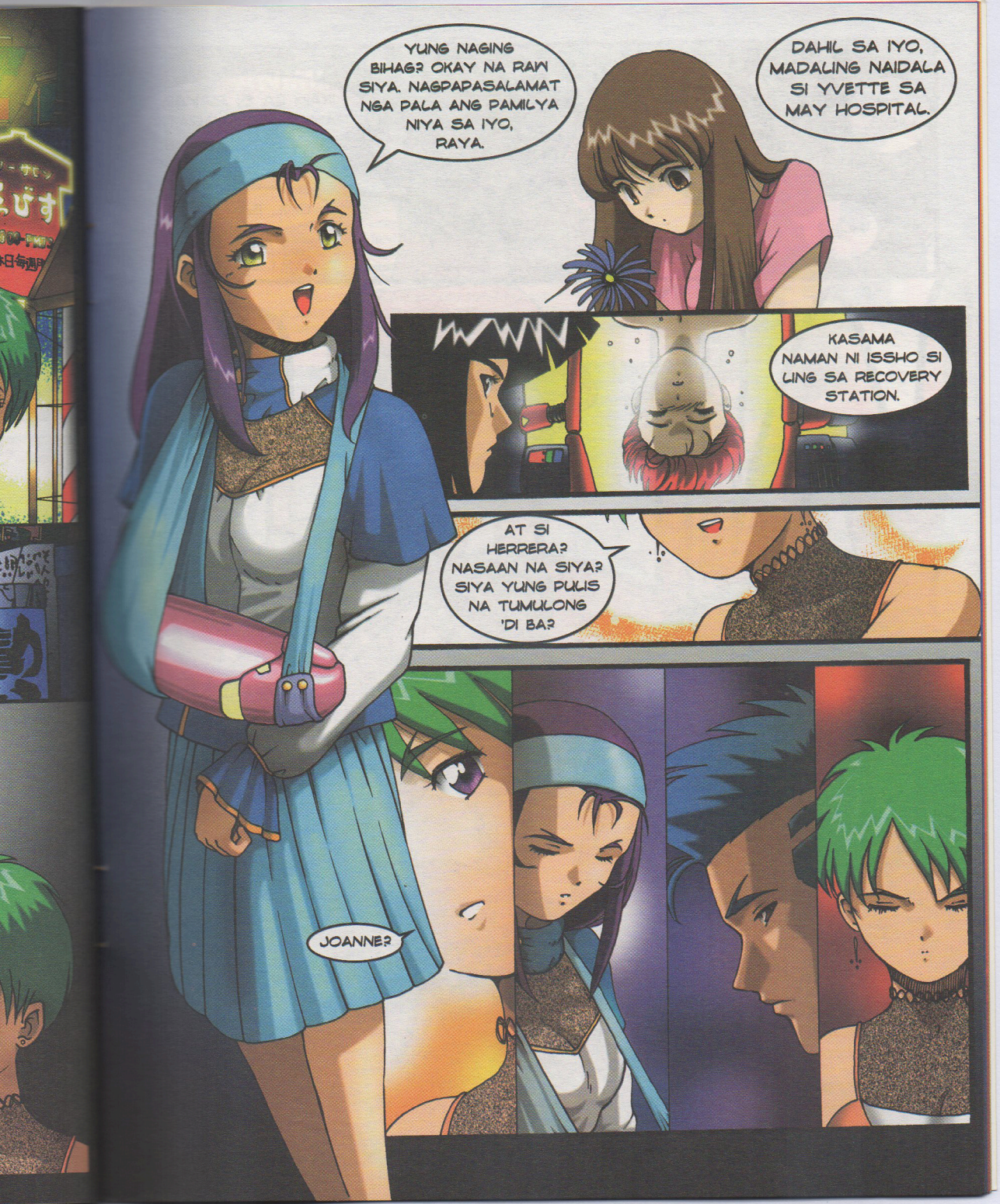
NAKAKA-MISS NA KAYO...

ARAY!! NAKAGAT KO ANG DILA KO! ***NUMBER***?!!!

UUUY SINO KAYA ANG NAKA-ISIP SA KANYA?

117,701,672!!!

MATAGAL NA TAYONG HINDI LUMALABAS A.
HALINA'T MAG-CELEBRATE TAYO!
SAAN BA ANG MAGANDANG KAINAN NGAYON? TARA, TREAT KO KAYO!
Poppy's Palace Sheriff Salon
PASIG THE MOVIE PREMIERE SHOWING TONIGHT!
RAYA, ANO ANG PINO-PROBLEMA MO?
HUWAG KA NANG MAG-ALALA, OKAY LANG SILA. EASY KA LANG.
RAYA?
TALAGA? OKAY LANG SI LING, SI YVETTE, AT SI HERRERA?

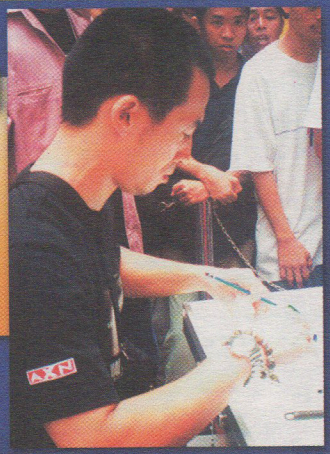

YUNG NAGING BIHAG? OKAY NA RAW SIYA. NAGPAPASALAMAT NGA PALA ANG PAMILYA NIYA SA IYO, RAYA.
DAHIL SA IYO, MADALING NAIDALA SI YVETTE SA MAY HOSPITAL.
KASAMA NAMAN NI ISSHO SI LING SA RECOVERY STATION.
AT SI HERRERA? NASAAN NA SIYA? SIYA YUNG PULIS NA TUMULONG 'DI BA?
JOANNE?

AH, MISS...
HUH?
IKAW BA SI RAYA? RAYA MAHABHARATI?
OO... BAKIT?
AKO NGA PALA SI LUNA.
ITUTULOY

ANIMÉ CELEBRITY SPOTLIGHT

Mr. Mahiro Maeda

Birthday: March 14, 1964
Loves: Surfing, eating, and just having plain fun!
Favorite Filipino food: Crispy pata and tahong
Director: Blue Submarine No. 6.
Worked on: Macross, Do You Remember Love?; Robot Carnival; Wings of Honneamise;Laputa; Gunbuster; Nadia; Only Yesterday; Porco Rosso; and Giant Robo; Turn-A-Gundam.
Monster Designer: Evangelion, Gamera I-III; and Ultraman Powered.
Video Games: Gatekeepers; Bounty Sword; and Lunar Silver Star Story.



Mr. Mahiro Maeda was the guest of honor for this year's AXN Anime Festival in the Philippines. Although he is actually 38 years old, he can easily be mistaken for a man of 28. He looks and acts a lot younger than he really is. And man, is this guy energetic! Sometime during the party after the event, he earned the moniker "Mr. Pure Energy": he kept dancing all night!

One thing you had to admire about the man is how easily he kept his feet on the ground. He hardly refused an autograph unless he was advised against it, he always dealt with people equally, and at one point he even started carrying the big boxes along with the crew who were setting up the stage! The guy is just way cool in our book!

CC: Hello again! So, how have you found your stay in the Philippines so far?
MM: Ah, I find the people very friendly, especially the ones I've been with. Also very cheerful and fun to be with. Thank you so much!

CC: Ahem!
(Laughter)

CC: Thank you so much as well! Mr. Maeda, were you inspired by live-action films in making Blue Sub 6? Some of the explosions and action reminded us of the way Saving Private Ryan was made.
MM: Yes, I did get some inspiration from live-action, but it was more from my imagination. Ever since I was a child I imagined what it would be like inside a submarine. My bed is my submarine! Usually children's fantasies would be riding planes and ships, but for me, I wanted to be unique. Riding submarines was my childhood fantasy.

CC: Right now, where do you get most of your inspiration? Animé? Films? Everyday life? Manga?
MM: Mostly from TV I guess, from news channels like CNN, CBS, etc. Also from books and newspapers.

CC: What did you always want to be as a child?
MM: A director! Being an animation director is what I've always wanted to be. I also get to do some drawing and writing in line with that job.

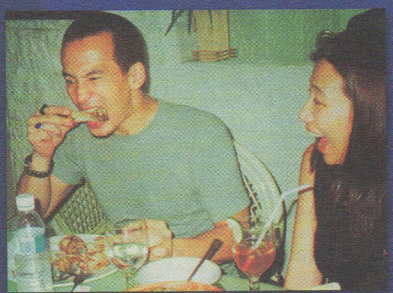
CC: Can you say which of your works you are most proud of and the one you enjoyed working on the most?
MM: Blue Submarine, most certainly. Why? Because I worked so hard making it. I really felt proud after we finished it. Though I am proud of all my other works as well. Physically, I get really tired, but mentally, I never get tired of my work.

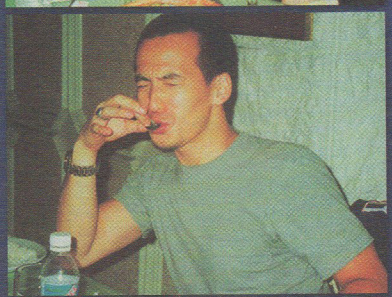
CC: What can you say about the Disney movie Atlantis?
MM: I've only seen the trailer. One thing I thought about it was that it was very beautiful. I really want to see it. I especially like the insertion of Japanese-style music. You know, the one with Japanese drums. Another impression I got was that it seemed to share similarities with Blue Sub and one other work I was involved with, which was Nadia and the Secret of Blue Water. But the graphics were more beautiful in Atlantis! The cinematics were just perfect! Perfect shots! Perfect viewpoints! Very good cinematography! The digital colors and background work… for that part, I felt a bit bad, because I thought it was better.

CC: Awww… well, they have more money!
MM: Yes, yes! They have more money and better scenery, damn! (bangs on the table with a playful smile.)

(Laughter)

CC: I noticed that in Atlantis, they filled the CG animation with just flat colors instead of texture or bitmaps. Which do you think is the better technique? Which would you employ on your next project?
MM: Yes, yes. Well, I love the photo-realistic style. But shading is more stylistic. I think it's a good style as well. Hmm… I think for my next project I will employ both styles. For example, photo-realistic metal on a ship with a shading style character standing on top of it: I think it's okay, it will work. I guess the hardest part would be matching the two styles. So maybe on my next project I will make the matching of styles better. I'll try to make them overlap in a better and more natural way.





Finger-lickin' good! Mahiro Maeda enjoys a delicious serving of crispy pata and tahong…

MISCELLANEOUS

another angle with little hassle. Is that in use in Japan right now?
MM: Yes, we are trying that on another project. We are using graphics with black outlines but have a metallic fill.

CC: Can you tell us more about this? Like a preview, or what it's going to be about?
MM: Ah no, not really, it's just an experiment we are trying right now. We haven't really told anyone about it because it's something we are just now exploring. Most of our staff don't even know about our next project, so I can't talk about that either.

CC: Do you still have another dream project you have yet to do?
MM: Ah yes, my dream project would be a movie that would be very different from any of the work I've ever done. Something not just for Asia, but for the international market as well. In fact, I've already started some work on it. A person is defined by his culture, and I want to explore the limitations of that concept. I want to find a commonality uniting all humanity at some point. That is my idea and my feeling.

CC: Do you think we will be seeing a Shrek-style or Toy Story type of Animation film from Japan anytime soon?
MM: I can't be too sure but I think someone is already having similar ideas. You see, big animation companies in Japan don't openly talk about future projects, especially the big ones. Unless it's a sure go already.

CC: So what's your favorite Anime? What about western Animation?
MM: In Japanese Anime, most favorite is Future Boy Conan. It's the best I think. For western animation it's Fritz the Cat.

CC: What's your favorite Filipino food?
MM: Crispy Pata! Also Tahong! It was so good! Great!!! Mmmm!!! (Laughter)

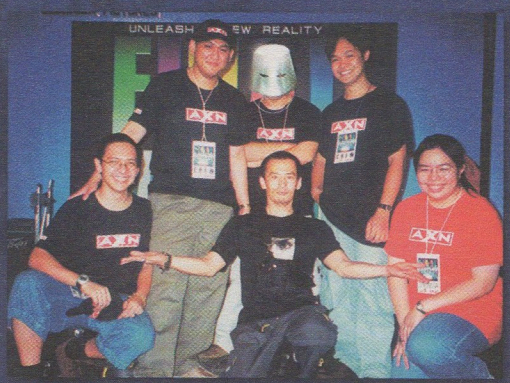
We also had the pleasure of asking Mr. Maeda a few questions after the event and here's what he had to say:

CC: So now the event is done! Did you have a great time Mr. Maeda?
MM: Oh yes! I had a lot of fun!

CC: How did you find the fans here in the Philippines compared to those in Japan?
MM: Ah, I find them much more, ah... energetic? And also more enthusiastic! I was happy with how well they received me and I really wanted to sign all the autographs.

CC: By the way, you've had copies of Culture Crash for a few days now, and we know for a fact that you've taken the time to look at them. Is there anything you would like to comment on or suggest about it? Positive? Negative?
MM: Ah!!! Very unique! A very ideal mix of Japanese-style drawing, Western influences like layouts, humor and style. And also the (use of the) Filipino language. Very different, very, very good!

CC: You have no idea how happy that makes us feel! Anyway, do you have any last messages that you would like to extend to all our readers out there?
MM: I had a great time, I love the Philippines, I love the people, I love the food. See you again, very, very soon!



A CRASH OF CULTURES...
From top left: Jescie James Palabay, Taga-ilog, Elmer Damaso, Jio Beltran, Mahiro Maeda, and CC Online Translator Theresa Dy Lising

NIJI

(Rurouni Kenshin Opening Song- 2nd OAV)
by: L'Arc~en~Ciel

Intro: Em7 Em7/D A/C# A C D/C B7

Refrain I
Em7-Em7/D-A/C#
toki wa kanadete
A D D/C-Bm7
omoi wa afureru
B7 Em7 A
togire sou na hodo
A/G F#m7-B7
toumei na koe ni
Em7 A
arukidashita (stairway to heaven)
D Gm(7)
sono hitomi e (labyrinth to heart)
Em7 A D-Dsus-D
hateshinai mirai ga tsuzuiteru

Stanza I
Gm(7) A/G F#m7 B7sus-B7
honttou wa totemo kokoro wa morok
Gm(7) A/G F#m7 B7sus-B7
dare mo ga hibiwareteiru
Gm(7) A/G
furidashita ame ni nurete
F#m7 B7sus B7 G
kimi wa mata tachi tomatte shimau
A D-B7
shinjite kureru kara

Refrain II
Em7-Em7/D-A/C#
dareyori takaku
A D D/C-Bm7
sora e to chikazuku
B7 Em7 A
kagayaki o atsume
A/G F#m7-B7
hikari o motomeru
Em7 A
moetsukitemo (stairway to heaven)
D Gm(7)
kamawanaisa (labyrinth to heart)
Em7 A D
subete wa shinjitsu to tomo ni aru

Bridge:
Bb C D
"shounen wa hito no kage ni
Bb C D
yuganda nikushimi o mita"
Bb C D
sonna sekai nante mou
Bb C A
nani mo mitakunai yo
nani mo! nani mo! nani mo!

-Interlude-
(repeat stanza I chords)
soredemo omou anata no koto o
kisetsu ga nagareteitemo
me o tojite itsumo miteta
fuukei no you ni nandomeka no
ame mo agatta

(repeat refrain II chords)
setsunai hito yo
kanawanu negai yo
naze kono mune kara
ai wa umarete yuku?
saki midareta (stairway to heaven)
hana wa yurete (labyrinth to heart)
shizunda daichi ni furi sosogu

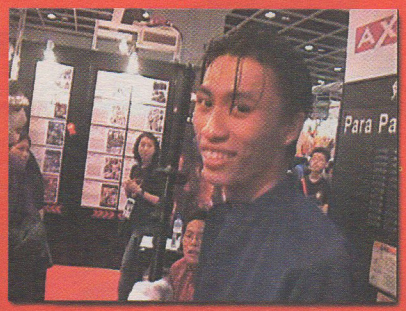
B7
.....ai o
(repeat refrain I chords)
toki wa kanadete
omoi wa afureru
togire sou na hodo
toumei na koe ni
arukidashita (stairway to heaven)
sono hitomi e (labyrinth to heart)
owaranai mirai o sasage you

CONTRIBUTED BY: Michelle Anne

Words from the Winner:

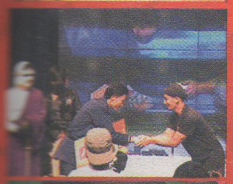
JM Chua aito

Philippine Cosplay Champ JM Chua shares a few quick thoughts about his Hong Kong win and being bitten by the cosplay bug...



We were stunned, we were surprised, we were a bit confused, then we were ecstatic! That's pretty much how we felt when JM won the grand prize at the Hong Kong Comic Convention. Everyone was pretty much all praises for JM and we had a great time teasing him during the wait at the airport. Together with his Mom, Bambi (Questor), Cherry (Sky guide), Jan and Sherwin (Anima Anime) and of course the CC team, we had a wonderful time reminiscing the past few days.

After JM's victory in Hong Kong, his mother thought of organizing a surprise party for him. And so, she started calling up his close friends from the cosplay events to get them into the conspiracy. JM, you've got one great mom! There we finally had the chance to ask him a few questions. Thanks for the interview JM! By the way, we still have your shocked reaction on tape, so don't ever cross us okay?!? ^_^



CC: Ano'ng masasabi mo sa iyong pagkapanalo?

JM: "Hindi ko expected ang pagkapanalo kasi kung ico-compare sa representative ng Hong Kong, napakasimple ng gawa ko.

CC: Congratulations nga pala. Ano naman ang masasabi mo sa mga past experiences mo sa mga cosplay events overall?

JM: Overall, maganda naman ang nangyari sa events. Ang mga qualms lang, parang naging fragmented [ang efforts natin]. Kung sana magawa natin 'yung ginawa sa Hong Kong na sama-sama...

CC: 'Yung mga nagbabalak pa lang mag-cosplay, ano'ng masasabi mo para sa kanila? Words of encouragement from the champion (laughs)!

JM: Parang gawin mo lang kung ano'ng gusto mo talagang gawin, kung feel mo, 'di ba? Huwag mong isipin ang sasabihin ng ibang tao. Kasi wala ka namang ginagawang masama, 'yung nakakasakit ng ibang tao,'di ba?

CC: Paano naiba ang experience mo sa paggiging cosplayer mo, sa lahat ng naging experience mo? What was bad, what was good, what was special about it?

JM: What was most special about it was 'yung mga tao. Mahirap silang makakalimutan.

CC: Teka, ano ba'ng prize mo?

JM: (Laughs) 'Di ko pa nga alam eh. Sabi ng friend ko, nabasa niya daw sa web site, seven days to Japan tour, all accomodations paid, tapos pocket money, five thousand Hong Kong Dollars.

CC: So what would you look forward to most about going to Japan?

JM: Basically traveling and seeing the sights.

CC: Any last messages sa mga kaibigan mo sa mga nagco-cosplay? Sa mga 'di pa nag-cosplay? Sa lahat?

JM: Habang may oras, siyempre gawin mo ang gusto mo. Kasi hindi naman magtatagal [ang pagkakataon] eh. Baka bukas, makalawa, wala na. 'Yun! 'Yung gusto mong gawin, gawin mo na!

CC: Okay na! Maraming salamat and congratulations!

"Habang may oras, siyempre gawin mo ang gusto mo. Kasi hindi naman magtatagal [ang pagkakataon] eh. Baka bukas, makalawa, wala na."

FAST FACT: Culture Crash's first attempt at publishing comics was way back in 1996. The original titles included were One Day Isang Diwa, Solstice Butterfly, Soulman (by Ogie Bragais.. hi,Ogie!) and Tokyo M-0 (Memer's futuristic horror-action story ala Aliens.) Back then, the colors and text were manually done... thank God we're using computers now. The comic originally entitled "Culture Shock" had two whole issues ready for print. Unfortunately none of them were published because all the people involved were still studying and couldn't continue production. Three years later, Culture Shock was reborn as Culture Crash... and the rest, as they say, is history.

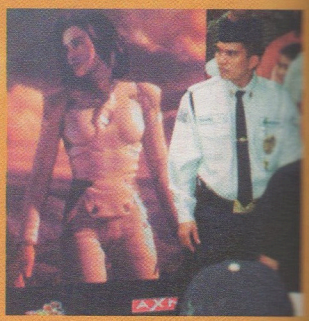
CCOM

PICTURE GALLERY

Ah! The year 2001 is turning out to be quite an exciting year for anime here in the Philippines! No less than three major anime events are on the calendar. Plus, Filipino champ JM Chua took home the grand prize at the Hong Kong Comic Convention! And we had the gall to spend the money to cover it! Course there was also some shopping and sightseeing on the side, but hey, were willing to take the consequences of our decisions! Oh yeah, here's our picture gallery to highlight these momentous purcheses.. err.. EVENTS I mean!

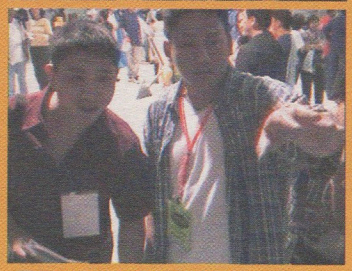
Top three Hong Kong anime convention finalists.. of course we know who wins! (LIBRE! LIBRE!)

PIC OF THE MONTH!!!



Final Fantasy Movie heroine Dr. Aki Ross with Grey.. ummm.. I mean Blue Guard at the AXN convention. Manong patay ka kay Misis pag-uwi!

Neotaku sings an ode to Clarissa during the Manila Cosplay Event.



Bitoy with da Bhoss and Memer. He, he, heh. Nagbabasa pala siya ng Culture Crash!

CCom in Hong Kong at a Comic Con. Can you say that real fast six times?! No doubt about it, Hong Kong loves its comics.

Left to right: Kikiam co-creator Michael David Tagalog, Azrael (Anima Anime), Bitoy, Mr. Nestor Palabrica (Toei Philippines) and kid, James, Memer and Jio.

Signing at the Manila Cosplay. CC comic-philes wait patiently for autographs from the CC Team. Thanks, guys, for all the warm support!

Comic Con
fast six
it. Hong

LETTERS to the staff

Write us at: feedback@culturecrash.com or at J.C. Palabay Ent., Inc./ Culture Crash Comics 67 Gen. Ordoñez St. Marikina Heights, Marikina City 1811

To the CCCom Staff:

Congratulations (Wow! Parang bagong-graduate) sa napakagandang komiks–teka… ano nga ba ang tawag d'on? Ah! Mangga… yung masarap 'pag sinawsaw sa bagoong.

Eh… magkano na ba 'tong manga na sinabi mo? Nabasa ko kasi na magtataas na ang presyo ng CCCom. Biruin mo P85.00 na!

Isa itong kalupitan pero 'di bale: bukod na sa maganda ang CCCom ay hindi naman ako nabili dahil nakikibasa lang ako sa aking sister (may advantage talaga ang matanda!)

Ang galing-galing n'yo talaga! I LOVE IT! I LOVE IT! I LOVE IT! I will always remain faithful to animé and CCCom!

Nikki Jumawan
Camarines Sur

Dear Sirs,

It's been almost a year since the first issue of Culture Crash. After 5 and half installments of this new magazine, I decided to write you people to show my support and give praise to this brave, new concept. I have all issues of your comics and I like every story in it. I especially love Pasig and Solstice Butterfly. ODID and Cat's Trail are downright funny! My brothers and I can't wait for the next issues.

Which brings [us] to the problem of your releasing them! Are you going to stay bi-monthly for the next issues or resume monthly publication after some time? Readers will benefit from having a concrete schedule and they will also much better enjoy your works. We would really appreciate it if you go monthly.

Keep up the good work!

Jeffry Khris P. Bigay
Pasig City

Thanks for all your support fellas! As you well know, we are looking for people to better equip us professionally. Colorists being one of our top needs, as well as people experienced with getting commercial support. Until we are satisfied with the people we get, going bi-monthly is already as difficult as it is. Luckily we're selling well enough per issue to support us (barely) thru the long months in-between issues. And as long as you buy CC, we'll keep trying and trying, 'till we get it right!

Hey CC,

First of all, I would like to congratulate you for the success of this comic magazine.

I read about the "all-price-high" of your comic. It's ok for me BASTA BA HINDI KAYO MAWAWALA. Pero asar din ako dahil sa wala nito sa National Bookstore at sa 7-Eleven ko pa natagpuan. Na-miss ko tuloy ang 2nd Issue! One Day, Isang Diwa pa naman ang cover. But I will be proud kung magkakaroon ako ng 2nd [issue] copy, dahil I don't wanna miss a thing (kumanta ba?) 'yun ay kung may stock pa kayo (comic collector na talaga ako simula pa noong grade six hanggang ngayong 2nd year [highschool]).

Sa palagay ko, ito na lang muna dahil alam kong marami pa ang gustong ma-post ang kanilang letter, kaya [I'll] "give way to them". Bait 'ko no? (Kapal!)

Keep smiling.

P.S. Could you please teach us how to use those [art] tools in creating comics?

Eleonor P. Cruz
Pasig City

Well, you could order back issues for P100 each, but you should know we've been getting complaints so we've decided to try out a courier service, we'll let you know how that pans out soon! At para naman sa paggamit ng art materials, dadating din kami d'yan… eventually!

Hello CC Staff!

Sayang naman dahil ngayon lang kayo naglathala ng ganitong babasahin! Noon pa sana ako maraming natutunan sa paggawa ko ng sarili kong MANGA. May komento lang po ako, no offense ha? Sana po ay i-moderate o once-in-sometimes na lang ang paglagay n'yo ng nude pics! 'Di maiiwasang may mga paslit na makabasa nito.

Nagpadala rin po ako ng sarili kong drawing sa aking mga self-created manga: GX Mystery & Generation Soldiers II (mayroon pa pong isa, ang Pretty Princess, di ko lang naisama!) Sana po ay mai-publish n'yo ito, 'pag nagkagayon, haping-happy na 'ko!

Umaasa ako sa inyo!

Sincerely yours,
Mark Lester Quintana
Abucay, Bataan

Sana naman ay maintindihan ninyo na hindi lahat ng fan comics ay napri-print. Pero hindi naman ibig sabihin ay wala na itong pag-asang ma-print. As for the issue on nudity, well, 'wag na lamang sana ninyo gaano bigyan ng malisya, halimbawa duon sa "How we Draw" na ginawa ng Memer, iyon ay kinailangan lamang para mabigyan pansin ang importansya ng proportions sa katawan.

Dear CC,

Good day!

Ako nga pala si Krystel Paloma, isang Pilipinong mahilig sa animé at manga (esp. Japan Mode). I'm one of your fans in General Santos City. Sumulat ako para kumustahin kayo (sana e-mail, kaya lang no money & time).

Nakabili na pala ako ng Issue 5 at binasa ko agad. Mayron pala kayong mali. Bakit walang pull-out poster ng ODID at Solstice Butterfly, nakalimutan ba? Anyway, sinong Solstice character ang nasa cover? Hindi ko siya kilala. At sino naman ang kasama ni Airee (yung pirate)? Kakampi ba nila o wala lang?

Hanggang sa muli, paalam.

Ang inyong lingkod,
Krystel Paloma
General Santos City, Davao

Isa ka sa maraming minalas na nakuha ang poster Krystel. Yung issue 5 poster kasi ay ginawa naming insert lamang at 'di naka-staple. Marami tuloy ang natuksong kunin ang mga ito. May mga pagkakataong ring nalaglag ang mga ito, kaya nga naka-staple na ang sumunod na poster. Yung nasa cover ng issue 5 ay lumabas na sa isyu na ito at yung pirata namang kasama ni Airee ay si Whompers, isang karakter na malapit na ring ipakilala!

FAST FACT: Great artists DO eat alike! Multi-talented Mahiro Maeda, director of Blue Sub 6 and long-time veteran of some very well-known animé and Culture Crash artist extraordinaire Elmer Damaso, get it on with some serious culinary appreciation. While Mr. Maeda sucks on locally prepared tahong, Mr. Damaso chooses fried chicken and fries as his first authentic Chinese meal in a Hong Kong-based Chinese restaurant. Memer... don't kill us! ^_^'

Dear CCCom Staff,

Konnichiwa guys! All of us wish you all the good luck in this manga venture of yours... CULTURE CRASH! We are all animé fanatics and we just revere you guys for getting this great idea into reality. We call ourselves CIPHERS. We're from Davao and we're also planning to make our own "mangazine" someday. You serve as an inspiration to us. Head on fellows!

It's quite difficult to grab a copy of CC here. We could only rely on two locations to find this stuff: National Bookstore and some mall stall called BABASAHIN ATBP. but it's worth the "hunt" every time. Many of our kababayans just dig CC. Trust us, you have a big market here in Davao!

We bought the third issue first (because of the great cover, by the way) and we got hooked. We looked for the first and second issue, then the fourth, (we fell in love with the stories and characters!) and we vowed to follow each publication ever since.

We take turns in buying them (b'coz we're still poor college kids and we depend only on our allowance). But hey, don't get us wrong! Even if you raise the cost, we won't mind. Your works are excellent and worth a million (just don't raise it that high)! We also observed that within two weeks, copies of CC disappear from the store shelves, just like that! So, we're always on the edge waiting for the next issue to arrive. We don't want to miss an issue, no way!

C.I.P.H.E.R.S.
Davao City

So I guess us coming out late helps in the budget? Kidding aside guys, it's great to know that we are still gaining support despite our shortcomings. Who knows? Maybe we'll be getting our act together pretty soon!

Hello!

Ok pa ba kayo d'yan? Thanks nga pala sa tulong ninyo! Ketba? Isa kasi ako sa nag-interview sa inyo para sa term paper namin sa English. Tungkol 'yon sa the making ng CCCom issue 5.5. Naka "uno" nga kami don e.

Maraming Salamat uli talaga.

Carol S Isidro
Via the Internet

You're very, very welcome. Hopefully, the other students who asked us for help on their projects did as well as you did!

To the CC Com team,

My name's Borj and I'm one of those people who are proud of your work. I was wondering, did you guys attend the recent Anime Convention 2001 at the SM Megatrade Hall? I didn't see you. I was half-expecting you'd be there to promote your latest mag or see your loyal fans. I guess you went there anyway. Maybe I just arrived too late to ask for an autograph. I you guys a letter asking if I could apply for an OJT. I'm hoping you could reply soon. I hope you continue your work so you could make your fans out there happy. Till next time!!!

Hector Borja
Via the Internet

Actually we were there! I mean we were partners for the event and we had banners all around! Sadly, space was a big problem and the SM management team were quite tight with controlling the crowd. As a result we had a hard time accomodating the crowd. If you read our article you'd find out that we had to resort to do our signings at Powerbooks.

Hello CCCom staff,

Your work is great and the stories are beautiful, especially One Day Isang Diwa! I really cannot understand Solstice Butterfly. The art is beautiful, though: especially Joanne (my name is Joan!). Pasig is great too! The back cover of issue three is something from "FhM" (for her mag.), top-billing Dante (getting wet and dirty...). Cat's trail is awesome too! Please, can I join the club? I just think it is interesting. And can I have a picture of all of you? Ok! God Bless you!

Joan-Kristel P Aguilar
Via the Internet

Thanks for the kind comments Joan! Hmm... Well, looks like you and Hector are on the same boat with that desire of joining up with us. Good luck, we're only looking for a colorist right now and maybe some people who can help organize some of the business operations of Culture Crash. We have to prioritize stuff right now 'till we become a well-oiled machine! Maybe then we can start delivering better stuff for all of you out there!

Dear Messrs. Palabay, Beltran, Damaso and um... Ilog,

I'm just one of your fans. I always read my Culture Crash magazines in my room. I laugh at the stories, try to draw the characters. My schoolbook is full of anime drawings.

I have one question: why are you taking so long? I've been waiting since Issue 5.5! I congratulate you for a job well done, but I've been going back and forth to bookshops in Davao for many days, weeks, months and I only see the previous issues I've bought.

I want to see a brand new issue hanging in the stalls. I want to say "Wow, a new issue of CC! Cool!" Are you just tired of continuing? Or doesn't CC make it to Davao anymore? I'll be expecting your answer. You don't need to post this letter. I'm just asking. Well, that's all, and more power!

Jed Encina
Via the Internet

Honestly dear readers, it hurts us when we don't deliver on time and regularly. But as we have said, as long as you're there, we're not stopping 'till we get it right!

To callers: Please be advised that our past contact numbers are from our Mother unit. We have little control over the people responsible for picking up the phone.

To our valued subscribers: We have been receiving complaints regarding the postal deliveries of Culture Crash despite our use of courier services. Please direct your complaints to subscribers@culturecrash.com Include the usual subscriber info, the amount you paid, the channel of payment and your complaint. You may also try contacting 475-2003 during office hours.

Events: Our apologies for the inconvenience we caused the people at St. Scholastica Manila during the Anime campus tour of WeAreAnime.com Copies of Culture Crash that were supposed to be sold or distributed did not make it due to circumstances beyond our control.

Online stuff: We have been having difficulties with our internet connections. As a result a lot of e-mails have remained unanswered. We're still trying to fix the computer unit we use for online matters.

Fan Comics: We only suggested comic strips, but that did not necessarily mean that we have discontinued accepting comics. Do you think we should just preview one fan comic per issue?

Editorial Content: We are opening our doors for suggestions regarding editorial content. If there are topics you would like us to cover, columns and sections you think we should have, we are open for suggestions. Even small additions like the new insets of CC Com trivia.

That's a wrap people! Hopefully you won't be waiting too long for the next issh! But just in case, have a Merry Christmas and a Happy New Year! Ano Ilog?!? Happy Valentine's?!? Ah grabe naman 'yan, wala naman ganyanan! Sige na, sige na, magtratrabaho pa uli kami! Ingat!

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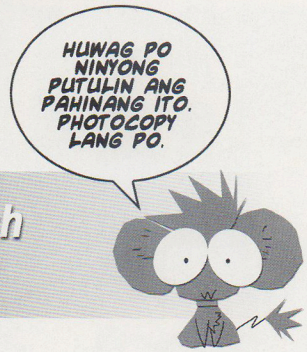

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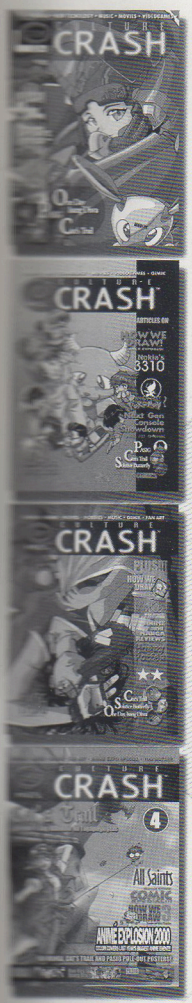

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WHERE HOW WE DRAW

(THE CCCOM ODDITIES)

HAVE YOU EVER WONDERED WHAT THE CCCOM OFFICE LOOKS LIKE? HERE IS A SCHEMATIC DIAGRAM OF WHAT YOU MAY FIND IN OUR HUMBLE WORKPLACE.

1. MEMER'S P3 800MHZ W/CD BURNER + PRINTER.
2. TAGA-ILOG'S P3 450MHZ W/MODEM.
3. JIO'S MACINTOSH G3 300MHZ (RARELY CRASHES).
4. JIO'S P4 1.5GHZ W/CD BURNER + VIDEO EDITOR.
5. FRONT MISSION + AH MY GODESS! TOYS.
6. MEMER'S BLACK WATER COLLECTION.
7. TAGA-ILOG'S CAREFULLY LAID-OUT CORK BOARD.
8. JIO'S ZEN GARDEN + STUFFED TOYS.
9. JAMES' LOST I-PAQ (NOT SHOWN)
10. POSTERS OF REI, AKI, RANMA AND CHINESE COMICS.
11. JAMES' ROBUSTA COLUMBIA BY GERI. (BESIDE #8)
12. SCANNERS.

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